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- Gamer's Republic, Sept 2000

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MIDIOUM

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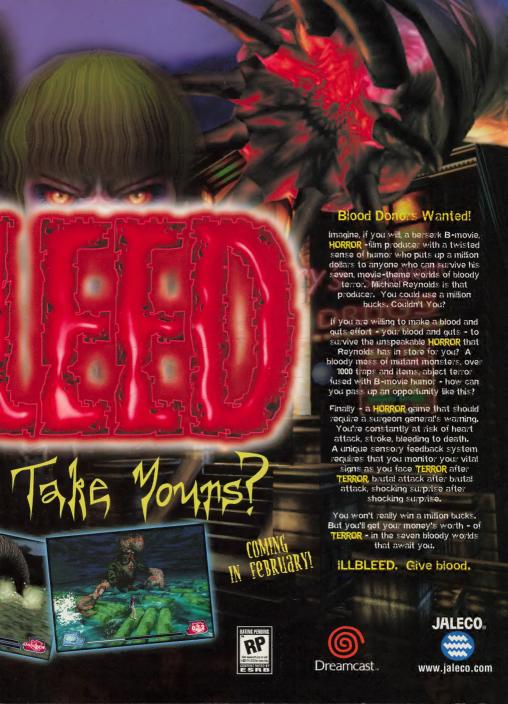




































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alentine's Day is almost here and we want to confess that we love video games! It's a love affair that never stops, no matter what disappointments may try to sway us. Whether it's a frustrating level, a shoddy controller or a whiny opponent, you've just got to take the good with the bad. Loving video games is not an easy task; it takes many hours of dedication and combo practice. So be sure to hug your games this Valentine's Day and show your love!

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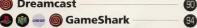
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FEBRUARY 2001

ON THE COVER Mega Man is back in 2-D on the PlayStation with Mega Man X5. Games in the "X" series have always been considered to be the most difficult of the Mega Man series, so we're here to help!









Pokémon Report





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Animated Violence





有有性的理解





TIPS & TRUCKS Editor in Chief Chris Bleniek recently scored import copies of Click Medic for the PlayStation and Pulseman for the Sega Mega Drive (Genesis), both of which were created by Pockemon developer Game Freak. He says it's "really weird" to see the glowing Game Freak logo appear in a game for a non-Nintendo system.

Current Favorite Games: Thunderbirds, Razor Freestyle Scooter, Jet Grind Radio, Dragon Warrior I & II



Though we have several of them in the office for business use, Executive Editor Anatole Brown is the only member of the Tips & Tincus staff who has a PlayStation 2 at his home. He shelled out big bucks for the elusive machine during its first week of availability and mostly uses it to play Madden with T&T Sports Desk editor Mike Daily, who act as if the game is some kind of religious experience. Current Favorite Games: Dynasty Warriors 2, Phantasy Star Online, Mikely's Speedway USA, Tony Hawkis Pro Skater 2.



Chris B's office is on the other side of the wall that's directly behind Time & Tracca Art Director Lisa Beattie's desk, so he can tell when she's having problems with her Macintosh computer. First he hears the sound of an unresponsive mouse being violently smashed on top of Lisa's desk, then he sees her walk past his door as she storms out of the building.

Current Favorite Games: Mega Man X5, King of Fighters '99, M&Ms Minis Madness. Solar Jetman



With the XBAND video game network defunct, Jason Wilson has found a new hobby to pass the time while lounging in his palatial guest house; it's called the WB. Not only can he name all of the actresses who appear on the fledgling network, but he can also rattle off their birthdates, likes and dislikes and whether or not they have intimidating older brothers.

Current Favorite Games: Capcom vs. SNK: Millennium Fight 2000, Splatterhouse, SD Gundam Dimension War, Metal Gear Solid



Recognized by the Twin Galaxies Official Electronic Games Scoreboard as having the highest documented score on Atari's Toobin' arcade game, Associate Editor Ara Shirinian has moved on to an even bigger challenge; namely, he's the leader of a band of musicians who perform exclusively with the special PlayStation controllers made for use with games like Guitar Freeks and Drumnania. Current Favorite Games: Keyboardmania, Sky Odyssey, Beatmania II DX 3rd Style, "Shalom"



Since Associate Editor Charlotte Chen has to share a large office with both Lisa and Ara, she has very little privacy during normal work hours. When she needs to call her bookie to place bets on NCAA basketball games, she stacks up a few dozen boxes of old Tips & TRICKS back issues to build a soundproof wall around her desk.

Current Favorite Games: Parodius, Grim Fandango, The World is Not Enough, Deus Ex



As a longtime fan of Capcom's Mega Man series, we knew that Time & Tracks Contributing Editor Pat Reproleds was the go-to guy for this month's Mega Man X5 strategy guide/cover feature. True to form, Pat devoured the game and spit out his assignment in record time, stopping only to chug Gatorade and wearing Depends so he could work without having to go to the bathroom. Current Favorite Games: Mega Man X 5, Star Wars Emolition, Mega Man X 15, Star Wars Emolition, Mega Man X 15, Star Wars Emolition, Mega Man X 15 mega



To maintain the skills that were sharpened by his extensive military training, contributor <u>Geoff Arnold</u> likes to take off his shoes and socks and play <u>GoldenEye 007</u> in four-player multiplayer mode with one controller in each hand and one under each foot. He keeps logbooks with extensive stats that show his left foot with a five-game lead over its next Closest competitor, Geoff's right hand. <u>Current Favorite Games</u>: Capcom vs. SNK: Millennium Fight 2000, WWF No Mercy, Quake III, Krono Cross



TIPS & TRICKS Sports Desk editor Mike Daly likes to chew on bubble-gum cigars while he watches the race results from Hollywood Park on one of the local OHF stations. Long before "fantasy football" became popular, Mike would keep himself entertained by sitting in his bedroom and playing Strat-O-Matic board games against invisible o ...s.

Current Favorite Games: NHL 2001, NBA 2K1, Sega Marine Fishing, Madden NFL 200



The & Tracks con' intor Rich Krupa lives in Chicago, where Best Foods mayon-naise is called "Butternut" and Sav-On stores are c. '' Usco." There are no Jack in the Box fast-food establishments in Chicago anyis never hel ast one was converted to an Arthur Treacher's Fish-'n-Chips back in use '70s—but he still has White Castle to keep him well-fed. Current Favorite Games: Shenmue, Pictionary, Gundam Battle Assault, Mega Man X5



Editorial Assistant Jamie Andrew had a traumatic childhood experience that causes her to feel nauseous whenever she sees the Hamburglar in print ads or TV commercials for McDonalds. She has no such problem with Grimace or Mayor McCheese; unfortunately, the latter seems to have vanished or perhaps passed away. Who will govern McDonaldiand in his absence? Not those greasy McNuggets... Current Favorite Games: TimeSplitters, Super Bust-A-Move, Ready 2 Rumble Boxing Round 2, Dance Dance Revolution

Ω























Hey there, readers! These pages are all about you! Whether you've got a bone to pick or want to pick our brains, you can write us at:

brains, you can write us at:
TIPS & TRICKS
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211
Unfortunately, we can't
guarantee that your letter
will get a response, but we
promise not to pick our
noses while reading it.

THE GUT BOMB

What does the gut bomb do and where can you find it?

—Max Ray Coppell, TX

Hmm. We're not quite sure, but as soon as we find one, we'll let you know.

THE MAGICIAN'S TRICK

Hello Tips & Tricks! A few months back, my brother bought Breath of Fire for our Super Nintendo. While playing I found a Street Fighter character in the game. I did it by going to the town Bleak before you take the Dark Key from its tower. Then, I went inside the house in front of the mayor's house and to the left. In the house is a man by a table. He says he'll do a magic trick for 100G; select "OK." Then he'll ask if you're ready to see it or something like that. Say "No" two or maybe three times before saying "Yes." The screen will go black, then Chun-Li will appear and start kicking. After the game screen reappears, the "magician" will be gone with your 100G. Now I have a question: Why was a Capcom character in this game when it says Squaresoft when you turn on the SNES? Also, I was wondering if Square would come out with a seguel to Final Fantasy Tactics or Xenogears.

—Jordan Edgar Charlotte, MI

Each game in the Breath of Fire series was developed by a team at Capcom, not Square. However, the first Breath of Fire was translated into Eng-

lish and published domestically by Squaresoft. The developer and publisher of any game need not be the same company. Occasionally there are weird combinations like that. Sometimes a certain brand name is so strong that it can generate more sales than if the game was published by the company that developed it. On the other hand, often a publisher simply isn't interested in bringing a game to another country, for whatever reason, and it's easier to just sell the rights to someone else. For example, many Taito games have been released in the states by Acclaim (e.g. RC de GO!), Working Designs (Raycrisis) and THQ (G-Darius). Conversely, Taito has published Superman (a Titus game) in Japan! Here are a few more examples of different companies that have released American or European titles in Japan: Victor Interactive published Tomb Raider I and II-and Enix published Tomb Raider IIIbut since then Capcom has acquired the rights to publish all Eidos games. Oddworld Inhabitants' Abe's Oddyssey was released in Japan by a company called

leased in Japan by a company called Game Bank. Koei, known best for its war simulation games, published Croc! It's a huge, tangled web in which any company can sell publishing rights to any other. As for those Square sequels you mentioned: Those are two absolutely great games, but we haven't heard any information regarding new chapters, officially or otherwise.

READER'S TIP

I love your magazine and all, but I have to say you've really been slacking off in your Readers' Tips section. I know it's practically impossible to read and publish all I that feedback mail, but isn't the magazine for the readers? I've not seen a good Readers' Tips section for a while. For real, one or two letters isn't your best, especially when they are in response to the same subject. Also, it would be cool if you could have your Arcade Tips section back. It was cool to impress friends with knowledge of the coin-ops! Tips & TirkKS rules all magazines!

-Robert S. Warburton Jr. Rensselaer, NY

Well, Robert, you'll be glad to know that our Readers' Tips section is extra-long this issue. However, it should be mentioned that the quality of this part of the magazine directly



Here's part of an advertisement for the Japanese version of Abe's Oddyssey. The name was changed to Abe a GoGo and it was published by Game Bank.

depends on the quality of letters we receive from readers. We do get lots of mail, but during some months, most of them say things like "Can you send me a copy of Perfect Dark?" or "Can you send me some free issues?" or "Can you send me codes for Lunar Pool?"

TOKEN OF THE MONTH



This month's token comes from the Wright's Arcade (location unknown). It was sent in by Samuel Jackson from Chicago, IL. Thanks, Samuel!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
TIPS & TRICKS Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211



Readers' tips

Obviously, such letters are inappropriate for publication...and you would probably think this section was lame if you saw page after page of letters like that. We think that readers would prefer one or two interesting letters over five or six boring ones. Every month we try to select the most interesting letters for publication, but the quality of the letters varies greatly. We're sorry that you didn't enjoy Readers' Tips in the past; hopefully you'll like it better this month. We haven't printed the Arcade Tips section for a while because the number of new arcade video games has dwindled greatly in the past year, which means that there are practically no new arcade tips to give out. However, please check page 59 of this very issue to find some new codes for The Grid!

DELAYMAGEDDON

Why do you guys always say that Carmageddon 2 is coming out on Playstation? Last year I looked in Select Games and you guys said it was coming out in November! Are you guys actually sure when it is coming out? I loved Carmageddon for the computer, and I know I will love it for the PlayStation. Also, I need some help on Breath of Fire III for PlayStation. Can you guys print a strategy guide for Breath of Fire III for me? It took me about a year to find it! I hope you will print my letter. Ties & Trucks will always be number 1 forever!

-Shawn Muller Wayne, MI

In this industry, no one is 100% sure when any game is coming out. Not us, not the retailers...not even the publishers or developers. Game release dates are always subject to change, and they do change often. It's a touchy seesured to finish their projects within pressured to finish their projects within

strict time frames. When the deadlines are unrealistic, games are delayed. Consumers like yourself get annoved. It's annoving for us too, because the situation is totally out of our control. Many publishers never give us specific release dates: for example, they'll tell us that a certain game is scheduled to be released "in the first quarter" of the year-meaning that it could appear anytime between January 1 and March 31! Compare this to Japan, where most game release dates are established right down to the exact day, months in advance. In this respect, the game industry is much more stable over

there than it is here. Each month we fill Select Games with the most current information available, but it's always possible that a game could get delayed or even canceled after we go to press. By the way, Shawn, we published a Breath of Fire III strategy back in our May 1998 issue.

KWEH KWEH!

I am a big fan of Chocobos! Your strategy on Chocobo's Dungeon 2 has really helped me. I also love the game Chocobo Racing. My favorite character in that one is Mog. My favorite ability is dash. I've heard of a Final Fantasy game that has Chocobo characters in it. Which one is it? Also, with the game RPG Maker can you create Chocobo characters in it? Can you do the same in Fighter Maker? Can you do a whole magazine on Chocobo games or games with Chocobo in them? If you can do a Chocobo magazine, please let Chocobo's Dungeon 2 be a little more detailed. There's a game called Chocobo Stallion that I heard about: will it be released in the U.S.? I'm such a big fan of Chocobo and his pals. Who can resist a cute cuddly yellow bird that can't go a day without saying "Kweh," or a pretty white mage whose spells do insane damage?

> —Brandon (Chocobo) Lyons Rocky Mountain, NC

You may be surprised to hear this, but the Chocobo character has been appearing in games for over ten years! American gamers first saw Chocobos in Final Fantasy II on the Super NES in 1991. However, Chocobos date as far back as Final Fantasy II for Nintendo's Famicom system, released in Japan during 1988! Note that the Japanese Final Fantasy IV was released in North America as Final Fantasy II. All of the Final Fantasy games since then have featured Chocobos in one form or an-

last December in Japan, but we doubt that it will ever see a domestic release. And yes, you can make Chocobos in RPG Maker if you're so inclined, but you'll have to draw them yourself. It's not possible to edit the graphics in that way in Fighter Maker, however.

other. Chocobo Stallion was released

DRAGON BALL POWER

I still own an original Nintendo Entertainment System that works. My friend has a game he let me borrow called *Dragon Power*. The odd thing about it is that it's just like the anime series *Dragon Ball*. The object is to get seven crystal balls (dragon balls). The main character is still named Goku but everyone else's name is changed. The last thing is that they "edited out" the spikiness of Goku's hair and they gave him a headband. In a nutshell, I'm just wondering if Capcom just changed the names or if they just stole the idea and made their own.

-Michael Schwartz Weaver, AL

That's very astute of you, Michael! However, Dragon Power was released by Bandai, not Capcom. It came out in the U.S during March of 1988, while the original Japanese version, titled Dragon Ball: Shenron no Nazo, ("Mystery of Shenron") appeared for the Famicom in December, 1986. And yes, they did change the graphics and some names in the translation of the game.

UNHAPPY

I am very unhappy with your magazine because you don't have enough codes for N64, PlayStation and Dreamcast. Please include more codes. Besides that, your magazine is great.

-Michael Casalina Long Island, NY





Here are photos from *Dragon Ball: Shenron no Nazo* for the Famicom on the left and *Dragon Power* for the NES on the right. Check out Goku's head!



We're sorry to hear that THOU-SANDS OF CODES isn't enough for you. Indeed, you can find more codes in Tirs & TRICKS than in any other magazine. We publish more codes in just one issue than most magazines print in an entire year!

SASSY SAUDI

it's me again. I have a bunch of mixed questions, so please answer them. I'm sorry if they were too hard on ya (I don't blame ya for not answering), but they're bothering me. So here they are:

- 1. What's Mega Man's real name?
- 2. Will "Alucard" ever return in the next Castlevania game?
- 3. Will Dr. N. Cortex ever get his own game like what happened with Dr. Robotnik?
- 4. Will SNK's U.S. branch ever return to business?

—Wael Salem Al-Abri Saudi Arabia-Riyad

Okay, Wael, here are some answers for you:

1. If you caught any episodes of the Mega Man TV show from a few years back, you'd know that Mega Man's name is "Rock." (In Japan, Mega Man is called Rockman.) Don't forget that the female robot created by Dr. Light after Mega Man is named "Roll." ("Rock" and "Roll"...get it?)

2. At this point it's unclear. The next in the Castlevania series will probably be for the Game Boy Advance; however, that game is still early in development, so no one knows which characters are going to be in it.

3. You never know...certainly, the Crash Bandicoot series has become popular enough for it! Maybe Sony will translate an obscure puzzle game and change all the characters to those that live in the Crash universe.

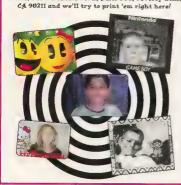
4. Unfortunately, we doubt it. It's not common to see a company like that close their doors and then return... but it's not impossible.

Can you get the "Big Boss" rating in Metal Gear Solid?

1998 issue of Tips & TRICKS! To get the Big Boss rating, you must beat the game on the "Extreme" difficulty setting, which is unlocked by first beating the game once. While playing on "Extreme," you also have to finish the game within three hours, kill less than 26 enemies, use less than two rations, be discovered by the enemy less than five times, save the game less than 80 times and use no continues!



Send us your dame Boy Frinter, Fokémon Snap, Neo Frint, Frint Club or Sticker Club stickers! Stick 'em on a letter, postcard or envelope, send 'em to Tips & Tricks, 8484 Wilshire Blvd., Suite 900, Beverly Hills,



ALL NIGHT LONG

Hev T&T, what's up? My friend had another video-game magazine that said if you beat Metal Gear Solid in under three hours, three times in a row, with zero saves, zero continues, zero rations and fewer than 20 enemies killed, you'll get a "Big Boss" rating. But they said it was only a rumor. I'm asking you because in the July 2000 T&T issue on page 35 it said that you test codes all night, so I was wondering if you could test this code for me because my father does not let me play my PlayStation longer than two hours. Please print my letter and I'll be looking for the answer in future is-

> -Henry Torres Los Angeles, CA

Actually, Henry, we told our readers how to get every possible rating in Metal Gear Solid way back in the December

VOMIT AND VIDEO GAMES

I first saw your magazine three years ago when my friend got an issue for a birthday. Ever since, I read through the guides and codes, TIPS & TRICKS has been the only magazine I can look at without vomiting all over the place. I mean, after seeing yours, all the others suck. Also, I hate to read. This magazine turned me right around. Another thing-I was thinking of becoming a video-game designer when I get older, so I was wondering if there are (or are going to be) any video game designers near the state that technology forgot, Vermont, If so, can you tell me where and what they are? -Zac Chamberlin

-Zac Chamberlin Lincoln, VT

It's nice to hear that readers can browse through TIPS & TRICKS without vomiting. So you want to design video games, huh? Some of the most successful figures in video-game development have worked for established game publishers for a number of years before starting their own companies, as David Perry of Shiny Entertainment did. On the other hand, there are some who have been independent from the very start, like Ted Price of Insomniac Games. However, some of the biggest names in game design have never left the companies they started with, including Hideo Kojima of Konami or



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PlayStation_®2





Shigeru Miyamoto of Nintendo. There are many different paths one can take. What should you do now if you have such aspirations? If you really want to go far, it takes insatiable desire and ambition. It sounds silly, but the biggest part of success is just wanting it bad enough. It's that crazy attitude of doing whatever it takes to get yourself where you want (like spending your life savings on a development kit) that propels people to such heights. We don't know specifically of any game creators in Vermont. Although many well-known developers are concentrated in cities like San Francisco and Los Angeles, there are also lot of small, lesser-known companies like that dotted all over the country.

TIME FOR SOME WRASSLIN'

I am Lordwin Ian B. Galvez, a freshman at San Leandro High School, I am a person who loves wrestling. That is why I bought Smackdown, the latest wrestling game for PlayStation. I often use your character Jeff or Matt to beat the career mode. I have been watching WWF since you guys first appeared at Smackdown, and I was amazed by your moves like the Senton Bomb, Moonsault, Twist of Fate and your other dangerous moves. One more thing I like about you guys is the way you reserve your opponent's move when you battle with the other tag team partners. Since the day you guys appeared at Smackdown. I have decided to record your battles until now. Can you please send me a poster with both of your signatures? I would put this poster on my room and I wouldn't let anyone come near it except me.

—Lordwin Ian B. Galvez San Leandro, CA

While we do dream of becoming professional wrestlers, it's unlikely that any of the Tips & Tricks editors have appeared on Smackdown. Some years ago, one staff member who prefers to remain anonymous was well-known in some circles as "The Armenian Bear," but that's a story better left untold.

NO BOUNDARIES

My name is Andrew Freeman. I'm 13 and I'm a big fan of your magazine. I wanted to know if any of the game systems (Nintendo 64, PlayStation, Dreamcast or PlayStation 2) had a game with no boundaries, where you could go anywhere you wanted to...or are there any games like that coming out soon? Also, are there any games

like Kessen for PS2 coming out for the Dreamcast? I would really like to play these kinds of games; please let me know.

—Andrew Freeman Telford, TN

Let's answer your second question first. Currently, there isn't any war simulation type of game out for Dreamcast. The most similar one that's on the way is probably Black & White. However, it's still a long way off and it's not quite the same kind of game as Kessen anyway.

Regarding your first question, it really depends on what you mean when you say "no boundaries." Games like Smuggler's Run and Midnight Club claim to offer such features. You can certainly go almost anywhere you want, but even games like those have some kind of boundaries. For example, in Smuggler's Run, no matter where you are in the game, you can drive to almost any point in its virtual world. However, while it is relatively vast compared to other video games, its

not boundless. There are some inclines that are impossible to climb. There are obstacles and structures that you have to go around. It's possible to even travel to the edge of the world and find a boundary there.

You might want to check out a very strange PlayStation game called Tail of the Sun; it has a huge overworld that "wraps around" in all directions. If you keep walking in a straight line, you'll eventually return to your point of origin...so it does

feel like you can truly go anywhere.

Even if our video-game world really had no physical boundaries, if it istretched infinitely on in all directions, the fact that this world is part of a game imposes other boundaries, like time. The time limit in every mission of Smuggler's Run establishes a different kind of boundary for the player. Time can restrict your range of movement just as well as an impassable cliff.

We can understand why you would like to be able to physically reach every part of the world in a video-game that you can see a physical location in a game that you want to go to...but you can't, because there's some kind of impassable boundary in your way. If you were

playing a game where you're driving a tank and came across a fence that defined the edge of the playfield, you might get frustrated and say to your-self, "I'm in a TANK! Why can't I just drive over this fence and get to the other side?" If you somehow magically gained the ability to drive through the fence against the programmer's wishes, what would you find? At best, you would just find yourself on the other side...and if you kept going, you might be able to travel beyond the textured polygons that make up the ground, into nothingness.

It's a major issue with the very realistic games we're playing these days. The problem with making graphics look realistic is that players expect them to behave realistically. The object that looks like a fence in the game really isn't a fence, it's an impassable boundary. But the programmer has placed objects and additional graphics beyond this boundary, to keep it from looking like you're playing the game on a sheet of polygons floating in the middle of nowhere. Even games as



You can go anywhere you want to in Smuggler's Run...except past this boundary!

graphically primitive as Atari's Battlezone were surrounded by rumors that it was possible to drive your tank into the mountains in the background.

Most people think that they would like to play a game in a huge world where they could go anywhere. But in games like Smuggler's Run and Driver, even though it's possible to physically drive almost anywhere, the player ends up always following almost the exact same path for a given stage. Why? Other obstacles like time and opponents force you to drive through only a small number of different routes if you have any desire to complete the stage at all. Often these "no-boundary" games still have boundaries, they're just disquised as something else.

CONTROLLER PAK CONUNDRUM

Why does the PlayStation have a memory card screen while the Nintendo 64 does not? My Nintendo 64 Controller Pak is full and I need to get rid of a lot of stuff. I don't even know what's on it! Do you know if there is a memory card screen?

—Chris Rogers Savannah, GA

There is a way to manage saved games on the Nintendo 64. First, you must have any game that allows you to save to the Controller Pak. Turn on the N64 with this game inserted while holding down the START button on Controller 1. Instead of the game's title screen appearing, you'll be presented with an interface that displays all of the save files on the attached controller pak. From there, you can delete anything you want!

TOO BIG FOR YOUR BRITCHES

Much of what I am about to say has probably been overlooked...well, not this time! I'm gonna make sure everyone hears me out on this one and I need your help to publish this in your magazine! As you already know, the PlayStation and Dreamcast are both outstanding game consoles and should almost never be compared to each other! Well, this time I'm going to have to make an exception. I recently purchased a Dreamcast and was completely shocked by how big the controller was. I mean, come on! Try owning a PlayStation for three years and then buying a Dreamcast! I just can't adapt! Is there a smaller Dreamcast controller that I can purchase?

> –David Livingston Redlands, CA

Thanks for your letter, David! It's common for game players, even ourselves, to become accustomed to one controller design after using it for a long period of time. The standard Dreamcast controllers are really big. probably to accommodate the two VMU ports. The Saturn analog controller that was released years ago along with NiGHTS was of a similar size. However, there are all kinds of third-party controllers available for the Dreamcast at your local game store. If you can't find one that suits your fancy, there's a peripheral called the Dream Connection that you may be able to find at a local game store. Among other things, it will allow you to connect any PlayStation controller to your Dreamcast!

TO LOAD OR NOT TO LOAD

Hi, I'm Colin and I love TIPS & TRICKS. It has all the right stuff in it to beat anything in the gaming world. I have one question for you: We all know the PlayStation has to load, but does the Nintendo 64 have to load?

—Colin Wolfgang Hanover, PA

That's an interesting question, Colin. Actually, the term "load" is a little vague because it can refer to a number of different things that the processor does when it executes code that makes up a game. You're probably referring to the fact that we see "Now Loading" screens often in PlayStation games, but rarely in Nintendo 64 games.

The biggest difference is in the kinds of media that the games are stored on. Nintendo 64 carts are basically circuit boards that plug right into the hardware of the console. This way, data can be read from the cartridge very, very quickly. On the other hand, Play-Station games are stored on compact discs, which have to be spun around by a motor and read by a laser.

The transfer rate is considerably slower than that of a cartridge. In fact, it's so slow that the data read off the disc must first be put (or "loaded") into a special memory location inside the PlayStation called a cache. The hardware can only execute parts of the program that are in the cache. If it tried to read the data on the disc directly, most games would be so slow they would be impossible to play. None of this is even an issue for the Nintendo 64, which has no internal moving parts. There may be a delay in the loading sequence or between levels of a cartridge game which can be caused by the CPU having to interpret a lot of data that has been heavily compressed. but it's very rare that you'd see the term "loading" on the screen in a case like this.

GLITCHY GAMES

Hey T&T! First of all, I purchased a Nintendo 64 last July. It was a great system because it came with a special Atomic Purple controller. Anyway, it's still pretty new, but is it normal for the game to stall every once in a while? Secondly, I don't own a game yet. Don't think I'm weird because of that. But I do rent games. Could the reason that my system is glitching be because these games have been played over and over again so many times? Could these glitches be the game pak's fault?

—Jarrett Conkey. Modesto, CA

There are many different possible causes when your game "stalls" or "crashes." It's impossible for us to diagnose your problem accurately, but if it happens often with a variety of games, you should consider calling the customer service number that can be found in the documentation that came



Here's what the Controller Pak menu in WCW Backstage Assault looks like.

with your Nintendo 64. Your console itself might be defective in a subtle way, although it's not likely. If that's the case, you could get it repaired. Another possibility is that the game you were playing had a bug in its programming that caused the glitch. Depending on what game it was, this may or may not be a probable cause.

Since you play rental games so often, it might be possible that the contacts on those cartridges are so dirty or worn that the game doesn't play properly anymore. This is also unlikely, though, because it would require a really extraordinary amount of debris or wear to put the game in such a state. If a game was THAT dirty, it would probably not work at all instead of working fine for a while and then crashing.

If you have an Expansion Pak installed, your console may be overheating. Any game will freeze if the Nintendo 64 gets too hot. Try playing the game with the cover of the Expansion Pak slot removed. That way, the heat will more easily dissipate from the hardware.



TIME TO SETTLE THE SCORE ONCE AND FOR ALL.

वाग मार्ग (1815)



Two monster corporations at war. One solution.

A massive martial arts event, Millennium Fight 2000, is organized

to settle the score and eliminate all conflict between the two parties. Many of the world's most famous warriors have joined and the public is going mad with anticipation. Join over 25 brawlers from Capcom's legendary Street Fighter and

SNK's world-renowned King of Fighters series' as they fight for universal domination. Capcom vs. SNK...the ultimate collision of strength and power.



Dreamcast.





can dash in the air, but the biggest

difference is in how he uses special

weapons, most of Zero's special at-

bosses) are unlimited and are per-

formed with different D-pad and button combinations. By the end

of the game, Zero is just as much a

force to be reckoned with as X.

weapons. Unlike X, who uses

weapon energy to fire special

tacks (gained after defeating

from playing as X. Zero gets different abilities from the Robot Bosses, including the ability to double-jump. Although there is only one

place in the entire game where this ability becomes absolutely necessary (obtaining the leg parts of the Falcon Armor), it's useful for negotiating tricky areas with lots of whiteknuckle jumps. The special weapons you receive from the Bosses also have different effects when used by Zero.



Fourth Armor-Wearing this armor, X has a more powerful Buster and the ability to dash and hover in the air for a short amount of time. The special

weapons you receive from the Bosses can be charged; they have different effects (and are generally more powerful) when fully charged. X has two slots for upgrade abilities when wearing this armor.



Gaea Armor-This heavy armor reduces the damage that X takes from enemies. It also allows him to stick to walls without

sliding down, walk on spikes or even scale spiked walls. Like the Falcon Armor, you must find four pieces of this suit before X can wear it. The Mega Buster attachment on the Gaea Armor has a very weak rapid-fire that doesn't even travel all the way across the screen, but the charged shot is powerful and is the only weapon in the game capable of destroying the "V" blocks located in some areas. Both the Gaea Armor and the Falcon Armor are useful primarily for reaching hidden areas.



Ultimate Armor— Poor Zero! While X gets five different suits of armor to wear, Zero gets only one until nearly the end of the game, when he can upgrade

to the Ultimate Armor. Zero's saber is powered up and his defensive capabilities increase, halving the damage that enemies inflict on him. Finally, Ultimate Zero cannot be infected by the Virus enemies located throughout the game.

Mega Man X5

As you progress through the game and defeat the Robot Bosses, special abilities are learned. These can be attached to X or Zero to upgrade their natural abilities. Here is a list of special abilities and their effects. Note: Some abilities can only be used by X and some only by Zero.

Anti-Virus Guard Effect of Sigma and Zero Virus is halved,

Burst Shots (X) Rapid fire Buster.

Buster Plus More powerful Buster shots.

Jamper Jump higher

Quick Charge (X) Mega Buster Charges faster.

Speed Shot Another rapid fire option.

Speedster Run faster.

Ultimate Buster (X) X only fires maximum charge shots.

Virus Buster Allows you to destroy the Sigma and Zero Virus enemies.

W-Bnergy Saver Cuts your weapon energy usage in half

Z-Saber Extend (2) Adds additional reach to Zero's saber. 2-Saher Pins (2) More powerful saber for Zero.

This guide shows the locations of all of the hidden items in the game, gives tips for beating the Bosses and describes the Special Weapons each of the three main characters (X, Fourth Armor X and Zero) gains from defeating the Bosses. The levels are arranged in the order that I think is best for going through the game, but you can attempt them in any order. You'll have to return to stages you've beaten already to get many of the hidden items; after defeating a stage Boss, you gain the ability to exit the level at any time, which is handy for popping back into a stage, grabbing the item and leaving.

CHASE THE TRUCK!

Armor Part: Falcon Armor Legs



Here's the only place in the game where Zero's double jump ability (gained after defeating Grizzly Slash) is necessary. After the train section, at the very start of the caves, you'll see an opening in the ceiling. Double-jump to reach the wall, then climb the wall to fund the secret area with the Dr. Light capsule Note: Since you must beat Grizzly Slash to get Zero's double jump, you'll have to reenter the stage and return

to this section after clearing the stage.

Boss: Grizzly Slash Mask Against: Spike Rail/Twin Dream





Grizzly is the easiest Boss after using only your default weapons. He's big but slow, and his jumping attacks leave plenty of time for you to evade and dash past him. When he burrows into he ground, he'll start popping out behind you to attack. Wait mtil you see the rocks flying and ien jump away, turning to attack before he retreats into the wall again. When his life meter iets low, Grizzly will emerge from he ground and start attacking with a crescent-shaped energy eam. This is the time to get in is face and pound on the Attack button until he's finished.





On the section of the train that's multi-tiered and has ladders, look for the opening in the ceiling. You need the Gaea Armor, because after climbing up the passage you'll be greeted by a field of spikes on the roof of the train. Travel over the spikes to the right and you'll find the heart tank.

E-Tank



On the final section of the self-exploding train, you'll find an E-Tank perched on the very front. Grab it before the train explodes!

Character

Weapon Gained Effect

-Shor

fires small publication in a language of C-Shot

Fourth Armor Zero C-Sword (When charged) Creates a shield around X which damages enemies (Press × in air) Zero does a spinning attack. Zero also gets double-jump ability (tap the Jump button twice)



OBLITERATE THE BATTLESHIP!

Part: Falcon Armor Body



In the area where the water drains away, you'll find the capsule locked in a seemingly inaccessible chamber. To access it, you'll need to return to this area with X after defeating Duff McWhalen. Fire the G-Shaver along the ground and it'll detonate the bomb on the other side of the locked door, opening the path to the capsule. Mid-Boss: U-555 Battleship

West Augumnt: C-Shot/C-Sword

Boss: Duff McWhalen

You'll face this

out the entire

occasions. Use

Zero to make

these battles ex-

tremely easy. If

you have the C-

spinning attack

devastates the U-

Sword, Zero's

555 during all

the third en-

three fights. In

counter, simply

crouch near the

weak spot and

the Attack but

safely obliterate the battleship!

quickly and

keep jamming on

enemy through-

stage and fight it

on three separate





less section of the level, you'll see a pit that's lined with spikes on both sides along the right wall, with an opening in the ceiling. You'll need either the Gaea or the Falcon Armor to reach the heart. Make your way up the passage, then follow the platforms to the left. This is definitely easier with the Gaea Armor, since there are lots of pikes in the area. The heart tank is ocated to the far

Also in the water-





My advice against Duff Use either Zero or Fourth Armor X for a super-easy victory. With Fourth Armor, just activate the C Shot shield and jump into Duff repeatedly. As Zero, use the spinning attack repeatedly. When Duff moves to the left side of the screen, get right on top of him and continue attacking. His attacks won't be able to hit you and he'll fall quickly. As X, you'll have a slightly tougher job; you'll need to do same fancy jumping when Duff creates his ice block platforms

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The Party of the Local Control of the last	ı

Effect Wenyon Gained G-Shaver Fires a small projectile which travels along the ground

Fourth Armor G-Shaver (When charged) Fires a line of ice blocks up into the air F-Splasher

(Dash in the air) Zero's air dash causes damage to enemie

Heart Tank

ELECTRIC TRAP!

Armor Part: Falcon Armor Head



trating bike ride that opens this stage, you must collect all of the energy spheres located along the path. They're all easy to see, but it'll take a bit of practice to nab all of them in one run. (Here's a general hint: You'll need to use the O button boosters near the end of the run to make it through safely.) When the bike ride ends, X (or Zero) will fire all of the energy spheres at a locked door automatically. If

you got them all, the

door will be destroyed

and you'll get the part

In the short but frus-



heart tank. Near the

end of the stage, you'll see a locked door in the ceiling. Hit the "switch" to unlock it, then scale the wall into the secret area. Use the powered-up shot from the Gaea Buster to destroy the black "V" boxes and you'll find the heart on the other side



tricity-themed bosses in the Mega Man series tough to beatremember Elec Man?-and Sauid Adler is no exception, Use the walls to avoid his elec tricity attacks. Fourth Armor X has the biggest advantage in this fight, since his charged G-Shaver covers al-

most the entire



bruary	2001

a you is got the part.		
Character	Weapon Gained	Effect
×	Tri-Thunder	Fires electricity forward, up and down
Fourth Armor	Tri-Thunder	(When charged) Electric bolts fall from above in a random patter
Zero	E-Blade	(Up + ×) A close-range electric uppercut attack

Fe

Mega Man X5

Stage note: There's an area in the ceiling near the beginning of the stage which you can see but not reach because it's blocked by a wooden ceiling. Use X's Ground Fire to destroy the wood and access the area.









After the spiral staircase sec tion (and mid-boss battle), you'll see an opening in the ceiling. Scale the walls and destroy the plasma cannon on the left; Zero's spinning attack is great for taking them out of commission. You'll find a hidden area with the capsule just past the cannon.

Heart Tank





Right at the start of the stage, drop down from the drawbridge and you'll find and area with spikes on the ground and a heart to the right. You'll need either the Gaea or Falcon Armor to reach the heart tank (Gaea Armor recommended)

lzzy Glow The Thimmder/E-Elado



izzy likes to stay in the his attacks are all easy to avoid, take your time and nail him vhen he stops moving. He has wo laser attacks, a horizontal one that hits from high to low (crouch to avoid) and a vertical one that moves from the left to ight or vice versa. You can knock him out of both attacks with a well-timed bolt of elecrigity. When he starts teleport ng around, croude to avo etting hit, and jump when he

Mid-Boss: Laser Cannons



These cannons attack in groups of three, two red and one black. Only the black cannon can be harmed, so quickly destroy it each time

a new group appears. Use the wires to avoid the laser fire from the two remaining red cannons. Repeat this pattern until

Character	Weapon Gained	Effect
X	* lases	These heath massiful () or magainst and page
Fourth Armor	F-Laser	A sustained laser beam that fires straight ahead and lasts for a few seconds
Zero	C-Flasher	An upward-firing spread shot

ESCAPE THE SPACE TRAP!

Armor Part: Gaea Armor Head





Right in front of the door leading to the boss room is a pit. Drop down and you'll see the capsule on the other side of a door. You must use X's F-Laser and guide the missile through the winding maze of walls to hit the door from the other side and destroy it.



This one is out in the open during the reverse gravity area. If the heart tank is trapped between two boxes, go back and hit the gravity projector again to flip things around. The heart is near a ceiling full of spikes, so it's kind of hard to reach using X or Zero. You can grab it safely with the Falcon or Gaea Armor.

Character	Weapon Gained	Effect
All	Dark Hold	Freezes time for a short period

oss: Dark Dizzv





Dark is very easy to beat, especially if you use Fourt Armor X against him. Keep him pinned down with the charged F-Laser beam, then finish him with the Busic when you run out of energy. He'll hardly be able to get an attack off Using X or Zero is almost as easy; i-use X's Buster or Zero's spin attack to destroy the bats that Dark likes to launch. Scale the wall to avoid the sonic rings he throws at you



After the platform ride, you'll see the E-Tank on a platform high in the air. You can reach it with the Falcon Armor or by using Zero's double jump.



DESTROY/THE TIME BOMBS!





Just before the third lift, use the Falcon Armor to fly straight up and you'll see a well-hidden area with the capsule.

Heart Tank

strate



This one's easy. It's on the second lift ride, second stop, all the way to the right, past the time bomb.

Character

W-Tank



During the first lift ride drop to the bottom before the lift gets there on the third section and you'll find the tank sitting on the floor.

Effect

Boss: The Skiver

st: Dark Hold



ser pumme him with you weapon energy. Obviously, the er or more of his ife away before

Wing Spiral Paciose range are a selection **Fourth Armor** Wing Spiral (When charged) Similar to X's but also fires a tornado shot W-Shredder Zero (Dash then attack) Attacks with a shadow twin

RED-HOT WORLD!

Weapon Gained

Armor Part: Gaea Armor Arms

At the very end of the level, when you reach the vines leading up, keep going to the right. The Falcon Armor or Zero's double jump comes in handy here. The capsule is on a small platform in the lava to the right,

Heart Tank



At the lava flow section of the level near the beginning of the stage, drop down and head to the left to find a lava-free zone with a 1-Up and the heart tank





battle; the Wing Spiral has a big advantage. You can hit Mattrey out of all of his attacks and pretty much shut down his offense by staying on top of him until you weapon energy runs out. By that time you'll have who tled his literaway is a more than a substitution of

Mid-Boss: Robo Dragon



If you use the robo-suit and take the low path through the lava you'll avoid this boss, which is reminiscent of Mega Man 2's Robot Dragon boss. Taking the high road across the lava leads to this fight, which isn't very hard.

	F / A T		
Ē	Character	Weapon Gained	Effect
	Maria -	Ground Fire	Shoots are on the content of the con
	Fourth Armor	Ground Fire	(When charged) Flamethrower which shoots both left and right.
	Zere	Quake Blazer	(Down + × in the air) Zero attacks from above with a flaming fist



INTO THE JUNGLE!

Armor Part: Gaea Armor Legs





During the second rope section, look for an opening in the ceiling. You must use the Falcon Armor to fly up into the hidden cavern and locate the capsule.

Heart Tank





Near the start of the level, use the Gaea Armor's Buster shot to destroy the "V" crates and make your way into a hidden area. At the end of the area, you'll see the heart tank on a platform that is out of jumping reach. Move the nearby crates by dashing into them until you have one positioned near the edge of the pit. Use a dash jump to reach the platform with the heart.

Plant Man fans rejols Capcon introduces another flower based Robot Bossin Avide the Red. He isn't very tough, user the walls to avoid his vine attacks and pay attention when he creates a twin. The real Axle is the one that is not created by a cautus plant appearing from the ground. Zero-downward-an tacking Jouake, Blazer is the inset was a though Fourth.

Character Weapon Galned Effect

X Spike Ball Fires a large spiked ball straight out, which stops for a second before returning to X

Fourth Armor Spike Ball Fires the same spiked ball at a 45° angle. The spiked ball ricordets around before leaving the streen

Zero Twin Oream Zero's shadow twin appears and mintic his attacks

MAVERICK BASE AREA 1





Holy flashbacks, Mega This sec-

alasma jets as ou negotiate a ong downward all. Guess what vorks here? Use tark Hold to freeze time and stop the plasma jets as you plummet down.

ess: Reck Menste







sast another bluss from the ast—mis guy onglinally appeared the very first Mega Man gamal informately, you can't use the fix turbor pause cheat when the mander Beam hits him this time sound, but there is a nifty little rock for making the battle east Use Tri. Thunder (or E-Blade if playing as Zero) and aim for the we after the cyclops gut; hims

is going. When he case all group, and forms appeddle on the ground, dash leap over him and scale the wall until you are not a in the corner. Keep jamming the jump button to stay as far up in the corner as possible while the Rock Monster throws himself around the room. You'll avoid getting stuck in the middle dodg his projectifes this way. When he retorms repeat the fit Thunder strategy. When his life gets low, the Rock Monster assumes a new form — a familiar looking skull—and rushes you. Dash linder to when he jumps and continue cargeting the eye.

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MAVERICK BASE AREA 2





be extremely frustrating unless you use the Falcon Armor. I strongly suggest using it; it makes getting through the level a piece of cake and also works well against the boss.







I like to refer to this area as SpikeWorld. Tread carefully during the initial section. When you reach the rope, be sure to dash before jumping to the next rope or you'll fall on spikes. The long rope section can be very frustrating. As X, go slowly and watch the patterns of the swinging spike enemies. As Zero, use the double-jump to get over the enemies and destroy the flying cannons.







be using to beat the game and use him to reach this capsule. If you want X's Ultimate Armor, you must play this level as plain X; the capsule won't be there if you use any of the armored variations. Near the end of the level, you'll see a platform hanging above a pit. Drop into the pit, making sure to stick to the wall on the right. You'll fall through a fake wall near the bottom and into the hid-

secret of the game: finding the Ultimate Armor for both X and Zero. You can only get the Ultimate Armor for one or the other, so think about which character you'll den chamber housing the capsule.







Mega Man X5



THE FINAL BATTLE



No Mega Man game would be complete without a teleport room! Teleport pads lead to rematches with all eight main Bosses—but now that you're fully

equipped with Ultimate Armor and all of the heart tanks in the game, this is no problem. Just so you won't be surprised, though, here's the order of the Bosses, from left to right: Mattrex, Dizzy Dark, Izzy Glow, Squid Adler, Duff McWhalen, Grizzly Slash, Axle the Red. The Skiver.



Just when you thought you were going to make it through an entire Mega Man game without having to deal with them...here's a section of disappearing blocks! No Mega Man game is complete without at least one "white-kunckle-foray-over-a-bottomless-pit-while-jumping-between-disappearing-blocks" stage, right?

While this section is super easy using the Falcon Armor, X's Ultimate Armor is the better choice, since the final Boss is waiting at the other end and the Falcon suit is underpowered. If you play as Zero, it really doesn't matter which armor you use, but the Ultimate is definitely recommended. Zero's double jump lessens the hassle of negotiating the blocks, and their pattern really isn't hard to figure out.



Sigma has an obvious pattern that not hard to avoid. Cling to the wall when he unleashes his electrical charges along the floor, then avoid his diagonal air dashes. None of the special weapons will affect Sigma. so pound him with Buster fire (or Zero's saber). When he loses a little over half of his life meter, Sigma brings out the heavy artillery. In this waves, each with only one safe spot. Stand near the wall and watch each projectile and quickly get into the safe spot before it hits. Those are the only three attacks Sigma uses in this form, if you can avoid them without a problem, he'll fall quickly

lighted the character you want to use.





on Sigma's head wheneven't acpears and use the walls to avoid his attacks. You can hitch a rice on his hands when they appear and use them to reach his head As long as you grabbed (and conpietely filled) both E-Tanks, you won't have too much troublebeating Sigma. When his starts throwing glass purple energy squares around you know he's getting close to defeat. Hand



Talk about your stacked deck—you go straight into this battle from the last one without the opportunity to refill your health. Sigma pretty much throws the kitchen sink at you in this battle. His patterns are still some what easy to see, but he attacks in lots of different ways, this fight will

SECRET GODES: PLAY/AS ULTIMATE/X/AND OLTIMATE/ZERO FROM/THE STARTA

Does waiting until the end of the game to get the Ultimate Armor sound like too much of a hassle to you? There's a way to start the game with either X's or Zero's Ultimate Armor unlocked and ready to wear! Either code can be entered at the character select screen, after you've high-

Ultimate Armor X—Highlight X and press Up twice, then Down nine times.
Ultimate Armor Zero—Highlight Zero and press Down twice, then Up nine times.



Free demo.





SCUBY-JOY Classic Creep Capers

reated by William Hanna and Joseph Barbera in 1969, Scooby-Doo remains one of the most popular cartoon shows in television history. Now you can experience all of the mystery and... uh, Scooby-Doo Classic Creep Capers for the Nintendo 64. Guide Scooby and Shaggy through three familiar television episodes and one completely new one. As an added bonus, the game's developer Terraglyph has placed images of your favorite Hanna-Barbera characters throughout the game. Can you identify all of them?

Note: The descriptions used throughout this strategy guide reflect the perspective of the user.

pisode 1: What a Night for a Knight



True Mineses. Lamp.
Paintbrush, Canyas, Tape.
Recorder, Coll of Rope.
Chres. Handkerchief, Invoice.
Distyluise Pivice:
Expyrtian Headdress
Keys: Guard's Key

· Put Out the Truck Fire



Near the burning truck you will find the handkerchief, the invoice and the fire extinguisher. Use the fire extinguisher to put out the fire. Later in the episode, you will have to give Fred the handkerchief and the in-

voice in order to set the trap to catch the Black Knight.

. Find a Way Into the County Museum

After the cinematic scene, use the ladder that's found on top of the Mystery Machine to enter the Museum. Once inside, grab the Pharaoh's Headdress—it's on display between the entrance to the Cafeteria and the Hall of Presidents—then hop inside the elevator. After exiting the elevator, proceed to the two front doors and let the gang inside the museum.

Find Velma and Her Glasses







up somewhere in the Prehistoric Wing-but first you will need to find her glasses so she can see again. Go to the Egyptian Wing and enter the hallway on the far left of the wing; Velma's glasses are located near the tomb at the end of the hallway. When you approach the tomb, the Black Knight will emerge from it and begin to chase you down the hallway. Once the Black Knight is in pursuit, use the Egyptian Headdress on the Egyptian drawings near the entrance to the hallway to "hide" from the Black Knight. Now you can safely grab Velma's glasses without losing any courage. After you exit the hallway where you found the glasses. proceed to the left and make

It seems the Black Knight has kidnapped Velma. She's tied



your way to the first standing mummy casket you encounter. Open the casket to reveal the bag of sand. Now head over to the Prehistoric Wing and try to locate Velma.

After you enter the Prehistoric Wing, head to the right and go into the adjacent room with the mechanical Brontosaurus skeleton. Now head to the left and go into the room with another mechanical dinosaur skeleton. Make your way down, then head to the left until you reach the room with the two long-necked mechanical dinosaurs. Walk to the left until you reach the two chomping Tyrannosaurus Rex creatures. Dodge them, then head to the right. Looks like Velma is all tied up! She will give you the coil of rope after you untie her. Now give her the glasses and she will tell you that it's time to look for Fred and Daphne.

Find the Lamp and Initiate the Trap Sequence





Quickly head to the right and push the knob on the first flash-



ing pole to open a secret door. Go into the secret room and head to the right—past the black widow spider—and pick up the canvas near the two wooden crates. Then make your way to the right and around the corner and weer to the left, revealing a

hidden area behind some boxes; you'll find a paintbrush on the floor. Now you only need one more trap piece to catch the Black Knight.

Lead the Black Knight to the Egyptian Wing



Return to the Egyptian Wing and use the Guard's key to open the door across from the hallway. Make your way to the last room and grab the lamp off the table. Now exit the Egyptian Wing and give the remaining trap pieces and clues to Fred. In order to solve the mystery. you'll have to lead the Black Knight into the Egyptian Wing, Return

Trehistoric Wing where Velma was tied up to find the Black Knight waiting for you. After you get his attention, lead him out of the Prehistoric Wing and into the Egyptian Wing...and into the hands of the gang!

Episode 2: That's Snow Ghost



True Pieces: Corset,
White Sheet, Shovel
Cures: Firewood, Jewels,
Invoice. Tibetan Book
Bisguise Piece: Coal
Keys: Iron Key
Other Items: Bone

After Fred tells you that he

pieces, take the elevator up.

Enter the Hall of Presidents,

then head to the right; you'll

needs a few more trap

• Wolf End's Lodge







From the start, walk to the left past the snow lodge and continue until you reach the small house on the left; behind it lies the firewood. Now head back to the snow lodge. Inside you'll get to watch a scene that basically tells you to look for more Trap Pieces and Clues, Now make your way to the hallway and enter the first door on the left. Pick up the corset on your right, near the bed. Then go to the fireplace and pick up the piece of coal. Exit the woman's bedroom and head over to the library directly across from it. Once inside, go down to the second row of books and head to the right. Continue down the aisle and vou'll encounter Mr. Leech...who attacks you! Move aside for a second and



grab the invoice, then return to the lodge entrance. Now enter the second door on the left side of the hallway. Make your way to the right side of the second bed from the left and pick up the white sheet, then exit the room, Go into the second

the door on the right side of the hallway if you are low on courage; otherwise, exit the snow lodge and return to the area where you found the firewood to discover the jewels. Now give Fred all of your trap pieces and clues so Velma can move the snowplow that's blocking the trail to the sawmill and Fu Chin Li's secret temple.

Search for Fu Chin Li





Once the trail is no longer blocked by the snowplow, follow it until you reach three snowmen. Use the piece of coal on the snowmen to hide from the Snow Ghost if he begins to chase you; when it's safe, make your way to the left and take the trail marked "Skiing," At the trail intersection, take the trail on the right that leads to the Sawmill. Once inside, move to the opposite end of the Sawmill, being careful to dodge the moving logs and the floor saws. Grab the bone and exit the Sawmill. Next,

proceed to the trail intersection and take the trail on the left.

Follow this path as it leads to the right and go into the cave.

Episode 3: A Tiki Scare is No Fair



Trap Pieces: Grass Mat, Vine Clues: Box of Pearls W/Invoice Oisguisa Piece: Palm

Keys Iron Key

Other Remot Coin (2), Cracker

• Tiki Rar









After the opening scene, the Witch Doctor immediately begins chasing Scooby and Shaggy. Don't panic! Quickly run to the right toward the trail that leads to the Tiki Bar. Continue up the trail until you reach the bar; you'll find the grass mat near the entrance. Once inside the Tiki Bar, go to the left and talk to the parrot. Take note of the parrot's message: 3, 4, 2, 1. This is the order in which you must open four doors later in the episode. Now move to the small table on the right (nearest to the Tiki stage) and pick up the cracker. Return to the parrot and give the parrot the cracker. Again, take note of the directions the parrot gives you; this will be the order in which you'll have to rotate the three ancient Tiki statues later in the episode. If you're low on courage, enter the kitchen on the left: otherwise. make your way past the Tiki stage—being careful to avoid the palm tree and ocean waves stage props

and exit through the back door.
After talking to Fred, head all the way up the trail. Follow
the trail toward the palm trees, then proceed to the left.
Pick up the palm fronds located near the second set of
palm trees, then continue on up the trail until you come
across the vine. After you collect the vine, take the trail
on the left that leads to the Ancient Graveyard.

Ancient Graveyard





The Witch Doctor is guarding the key that unlocks Daphne's shackles. You must get the key away from him. After entering the Ancient Graveyard, the Witch Doctor will immediately begin to chase you. Keep your cool and head to the right toward the palm trees, then use the palm fronds to hide from him. After a noninteractive scene, go to the right and pick up the iron key (and some Scooby Snacks if you're low on courage).

ITS MODE ROSE

When you first enter the cave, a growling arctic wolf will stop you from exploring any further. Give the wolf the bone and you'll be able to pass freely.

Continue up through the cave until you reach the last corridor on the left. Welcome to Fu Chin Li's secret temple! Talk to him and he'll give you the key to the

lodge attic. Exit the cave and return to the lodge. • Searching the Lodge Attic and Capturing the









Once inside the lodge, head for the door at the end of the hallway. Use the key to open it, then proceed up the stairs. Dodge the rats, bats and spiders, then walk to the end of the attic. Pick up the shovel and Tibetan book then exit the attic Give all of the remaining trap pieces and clues to Fred to initiate the trap sequence. After the scene informing you that you need to find and lure the Snow Ghost to the ski hill. you will be placed near the area where you first found the firewood and iewels. Return to Fu Chin Li's cave; once you enter it, the Snow Ghost will appear. Quickly exit the cave and head to the right toward the ski hill. It's all downhill from here...literally. Avoid the evergreen trees, snowmen and tree stumps. Once you reach the bottom of the ski hill, the gang will nab the Snow Ghost.



Exit the graveyard and take the trail to the right, then follow it to the left until you reach the three ancient Tiki statues. Starting from the statue on the far right,

point each statue in the direction that was given to you by the parrot. Now you can go through the entrance to the Tiki Village, which is located directly across from the first ancient Tiki Statue from the left.

. Entrance to the Tiki Village



Walk down the trail to the Volcanic Temple. You'll be confronted with four doors marked "1," "2," "3" and "4." Open them in the following order: 3, 4, 2, 1. Now you can enter





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Episode 4: The Case of the Classic Creeps



Type Places: Hook, Net, Long Chain, Oil Can Clues: Snow Ghost Mask Witch Doctor Mask, Black Knight Mask, Tibetan Chimes, Handkerchief, Newspaper, Computer Tape, Painting Keys: Iron Key, Gold Key

Other Items: Hammer, Fish Trophy Pieces (3), Small Gear, Music Box, Ladder Rungs

• Labyrinth









From the starting point, make your way to the right and head up the ramp to the entrance to the labyrinth. You need to find the hook and the Snow Ghost's mask. After you enter the labyrinth, head down the corridor past the rat and continue to the right, past the staff. Keep going down this corridor, then make your way to the corridor on the left (near the rat); you should find the Snow Ghost's mask. Now you need to grab the hook in the torture chamber. Go to the right and head down the long corridor past the zombie to enter the torture chamber. Pick up the hook at the bottom of the stairs. Exit the torture chamber and head back down the previous corridor until you encounter another zombie. then turn right and go down the corridor to the entrance to the parlor.

Rescue Fred and Daphne





The Ghoul King has kidnapped Fred and Daphne! After you enter the parlor, head to the left and go through the stained-glass doors out to the cemetery. Once outside, make your way to the left toward the second zombie and pick up the big fish trophy that's hanging on the small mausoleum. Now head to the south end of the cemetery and pick up the hammer-it's between the five freshly dug graves-and head back into the parlor. Inside, go to the left and pick up the music box lying on the

small table. Walk to the other small table directly across from where you found the music box and pick up the huge fish trophy lying on the ground. Now go through the two wooden









the temple. Once inside, go to the left and travel along the wall until you reach two corridors. Take the left corridor and travel past the two volcano craters, then take the last corridor on the left that leads to Daphne. Use the iron key to free her, then enter the secret tomb. After a cinematic scene, go behind the tomb and grab the box of pearls. Now give the remaining trap pieces and clues to Fred. To solve the mystery, you'll have to lead the Witch Doctor back to the secret tomb. Exit the Volcano Temple and return to the Tiki Village where the Witch Doctor will be waiting. Once you have the his attention, lead him back to the secret tomb in the Volcano Temple and the gang will do the rest.

doors directly across from the stained-glass doors into the trophy room. Move down the hallway and pick up the small fish trophy. Continue on this way, then stand next to the wall with the single fish trophy. Place the fish trophies from your inventory in the following order from left to right: tiny, large, huge. The fireplace retracts, revealing a secret passage; go through it to find the Ghoul King will begin to chase you. Immediately go down the corridor on the right until you reach an area with three more corridors. Make your way down the left corridor and you'll find Daphne chained up. After you approach her, a noninteractive scene appears and you'll be given a long chain and an iron key.

Next, go back to the area with the two corridors and head down the corridor on the right to pick up the handkerchief. Now return to the area with the three corridors, go down the corridor on the right and pick up the Witch Doctor's mask. Exit the serce tair and head back out to the cemetery. Once outside, go all the way to the left and use the iron key to enter the shack. Once inside the shack, collect the net on the wall. Jeepers! Where's that knocking coming from? It's Fred, he's trapped in the wooden casket. Use the hammer to remove the nails from the lid. After you rescue Fred, he will give you a bug sprayer. Before you leave the shack, make sure you pick up the ladder rungs lying at the bottom of the casket. Now make your way back to the parlor.

. Find the Gold Key and Solve the Mystery



Once you're back at the parlor, go up the stairs on the right and use the bug sprayer on the black widow spider. Pass through the upstairs hall-way and go through the door on the right that leads to the gear tower.











On the first floor, make your way to the opposite side of the room to find a broken ladder; use the ladder rungs, then climb up the ladder to the second floor. Once you reach the second floor, walk around the room to the left side of the first floor ladder and pick up the Tibetan chimes. Now go back around and take the ladder to the third floor. Walk to the left and get the Black Knight's mask next to the wooden support beam. Make your way to the opposite side of the room and climb the ladder to the fourth floor. Go to the middle of the room and grab the small gear, then talk to Velma. Now you need to find Fred

and Daphne again. After you exit the mechanical gear room, the Ghoul King will begin to chase you; quickly enter any of the doors in the hallway and a cinematic scene will appear. Next, go through the door on the right near the upstairs hallway entrance. Use the music box to put the possessed bed to sleep, then grab the newspaper next to the bed and the painting on the dresser drawers. Now go through the door next to the creepy





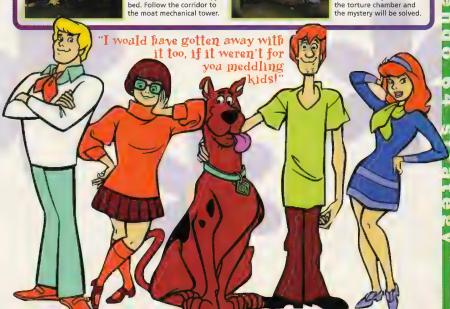






Stand near the large gear at the entrance to the tower and use the small gear. After the scene that shows the drawbridge gate being raised, go back around the tower and pick limb the life.

up the oil can. Now go back into the parlor. Inside, look for the two tall doors between the two small tables. Go through the steel doors, cross the bridge and grab the gold key lying next to the Mystery Machine. After you go back to the parlor, another noninteractive scene appears. At this point you only need one more clue to initiate the trap sequence. Return to the upstairs hallway and use the gold key to open the door to the control room. Make your way to the right and grab the computer tape, then go through the dark, narrow doorway. After the intermission, return to the parlor and give Fred the remaining trap pieces and clues. Now you have to lure the Ghoul King to the torture chamber. Return to the control room and go through the narrow doorway where the Ghoul King sits. The Ghoul King will begin to chase you; lead him all the way back into the torture chamber and



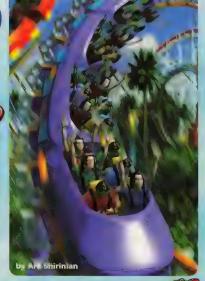
Theme Park Roller Coaster



theme PARK ROLLER COASTE

Bullfrog Productions Ltd. is one of the oldest successful video game studios in Europe. Here's the company's first PlayStation 2 effort, yet another in its tried-and-true simulation genre. In Theme Park Roller Coaster, in addition to managing a theme park, you can now ride your own rides and customized roller coasters! In this strategy, I'll tell you all you need to know to build a successful park

and the ultimate roller coaster.



* Place lots of

ARK ARCHITECTURE

The shape of your park has a large impact upon its success. Here are some strategies for park building:



★ Don't construct one ride's exit leading to only another ride. You may think that you're being clever, forcing people to get on a ride this way by trapping them,

but it won't work. If they don't want to go on the next ride, they'll walk back and forth, and eventually they'll leave the path!



★ Start out by building rides near the entrance. Make it easy for people to get on a ride as soon as they enter your park.



★ Make it difficult for people to leave your park once they get off a ride. You can do this most efficiently by funneling the exits of all your rides into a section of the park

that's far away from the park entrance.



with the second of the second





shops and sideshows near ride exits or the park entrance, where you're guaranteed to have traffic.

**Don't be stingy with bathrooms, security cameras and

security cameras and trash bins. They're cheap and they take up little space. Make sure you place plenty of them around the park, especially in crowded areas.

* Build your park as compactly as possible while allowing room for expansion. Don't build extra paths unless you can immediately surround them with shops or rides. The shorter distances visitors and staff will have to walk, the better,

★ Don't create long lines for rides. If a line becomes more than about four units long, the probability of two things occurring increases: First, the ride might break down while the people are still waiting. That makes for a lot of unhappy visitors. Second, visitors in general will become unhappy anyway if they have to

wait too long. If your line for a ride is getting long, build more rides or other diversions nearby. Lines as long as those in real amusement parks are actually very bad for you in this game.

February 2001

TIPS & TRICKS



One of the best things you can do for your park is to have the newest and highest quality rides. From the very beginning, you should always be researching new rides and upgrades. When you build a ride, only select the ones that offer the

greatest excitement and reliability. It's okay to build three or even four of the same ride. Variety doesn't really affect the success of your park. Always, always upgrade all your rides as soon as you possibly can.





These are also essential to your park. Visitors are always hungry or thirsty, and you can really make a nice profit if you strategically place your shops. The easiest ones to make money with are Fries shops and Drink shops. They're cheap, and if you

place them down next to each other, they're an unbeatable combination. If you want to increase your profits, make your fries really salty. Then at the Drink shop, jack up the price and rake in the dough! Customers will buy...but be warned, they won't be very happy.



Burger shops are moderately effective. Balloon shops and Costume shops are also relatively easy to make money with. Restaurants, Ice Cream shops and Gift shops are another story, however. Unless you set them down in heavily populated

areas, chances are they won't draw in many customers. Even then, it's difficult to predict whether they'll make money or not. Watch these shops closely, and be prepared to move them or delete them if they have few customers.

SULTED FOR





Sideshows are expensive, but they can make you a lot of money over time. It might take a couple of years before sideshows become profitable, so it's important to build a few as soon as you open your park. Always modify the parameters of sideshows

in order to maximize your profits and the visitors' happiness. Whenever you build one, set the Winning Chance to its maximum setting (all the way to the right), then set the Game Price to about twice as much as the Prize Cost. For example, you can set the Prize Cost to 10 and the Game Price to 20. If you set the numbers higher than that, you run the risk of attracting few customers. This way, every customer will be a winner, and you'll make a profit off of each one!

FEATURES & .:



There are two kinds of features: those that have a specific function (bathrooms, trash bins, security cameras, staff rooms) and those that are primarily for decoration (fireworks, rocks, trees, giant

robots, etc.). The latter will increase your park's value, but they're not as important as other items. As for the former, you'll need to have all of those items regularly spaced around your park. Put Staff Rooms close to the locations that your employees frequent, so you can minimize the distance they'll need to travel.

GENERAL SCENARIO

In this game, you'll eventually have to open a total of eight theme parks. Here's what you should do and expect when you start a park from scratch. This is not the only way to manage your park, but it works.



★ Before you open the park, spend between \$10,000 and \$15,000 initially to set up. You should build a minimum of three or four rides, three or four food shops, one or two sideshows, bathrooms, a staff

room, trash bins and security cameras.



★ Soon after the park opens, hire one Guard, one Janitor and one Researcher. Don't hire an Entertainer until you get a good flow of traffic into the park. Don't hire a Mechanic until a ride breaks

down for the first time. By the end of the first year, you should have one of each staff type working in your park. Don't train them or hire more until your income stabilizes, which won't be for another few years. At some point, you might notice that your staff wages are greater then your income. Don't worry about this—it's only temporary and it should be expected. If you're doing everything else right, your profits will quickly exceed staff wages.



★ It's OK if it takes a while for your mechanic to fix a broken ride. He'll get around to it. In the first few years of operation, it's not worth hiring another mechanic. Also, expect rides to break down frequently.

GENERAL SCENARIO CONTINUED

Theme Park Roller Coaster



CONTINUED



* Raise your ticket price by another \$10 or \$20 whenever your advisor says that people think your ticket price is cheap. Every time you add items to your park, its value goes up and you can raise prices accordingly. It doesn't

sound realistic, but for a big park you can charge hundreds of dollars for a ticket!



* After building the initial set of rides, don't build any more unless they're new ones you've researched. It might take a while to research your first new ride. Build more shops, sideshows and features as needed.

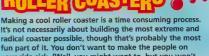


* Watch the number of customers that visit each shop. Delete any that aren't making money for you.



t If a ride gets condemned, delete it immediately and put a new one in its place.





It's not necessarily about building the most extreme and radical coaster possible, though that's probably the most fun part of it. You don't want to make the people on your ride sick. (Well, you might want to, but you won't get rewarded for it.) The rules that govern the speed and physics of the coasters in this game are not quite 100% realistic. For example, there's no conservation of momentum. Because of this, it's difficult to predict what kinds of track patterns will produce a specific kind of ride.

CONSTRUCTION TIPS



★ Coaster Ratings are quite arbitrary. Just edging one pylon up or down might be the difference between an "Okay" rating and a "Ultimate Rollercoaster"



the terrain in the park. Almost every park has some kind of natural structure that you'll be able to place a pylon on top of. This will allow you to build the track higher than you would be able to otherwise. You can also create steeper drops this way.



* You can build pylons on top of pylons! You cannot stack more than one pylon on top of another, but even with this restriction you'll be able to double the height of your coaster!



★ If you want steep drops or hills, build pylons as close together as possible. Building them far apart will increase the total length of your track and will limit the number of Gs both vertically and laterally.



★ Don't build the coaster around where you expect to place shops or other items. It looks really exciting if the coaster travels all throughout your park. However, eventually if you place a new shop under or around the

track, it might clip the coaster's path. You'll then be forced to adjust pylons to fix this problem.

COASTER RATINGS

After you complete your roller coaster, you'll be presented with a screen of statistics and a coaster rating. If you want to change your rating, make a few small adjustments and exit out of the edit track/edit pylons mode; you'll be able to look at the current rating based on those adjustments. You can go back and forth like this, tweaking your coaster along the way. Your rating depends on a number of different factors, but usually the top speed of the coaster has a lot to do with it. Here's a list of all the different ratings I've found and the range of top speeds that I've observed them falling under. Your ratings may vary, but you can use this as a general guide. If you're getting ratings like "Feeling III" and "Vomit Inducing," it's probably because your coaster's accelerations are too great.

Coaster Rating	Approximate Top Speed
Too Slow	0-38 kph
Slow and Shaky	About 35 kph
Not Exciting	About 39 kph
Like a Yo-Yo	About 48 kph
Boring	37-49 kph
Still Bored	42-49 kph
Up and Down	42-49 kph
Okay	50-54 kph
Just Above Average	50-66 kph
Ultimate Rollercoaster	55-70 kph
A Little More Speed?	50-71 kph
Could Be Faster	50-73 kph
Feeling III	50-74 kph
Average	50-74 kph
Not Fast Enough	66-74 kph
Excellent	77-88 kph
Pretty Good	75-105 kph
A Bit Wild	75-107 kph
Not Bad	110-114 kph
Vomit Inducing	75-200 kph
Too Scary	77-316 kph

HOW TO BUILD THE ULTIMATE ROLLER COASTER!





Well, the game's idea of an ultimate roller coaster sure is weird. Obtaining the "Ultimate Rollercoaster" rating is easier than you think. In fact, it's too easy if you know what to do. First, place pylons so that your track is a figureeight. It doesn't need to be uniform or symmetrical, you just need to make sure that there are no sharp turns, and that one pylon is stacked on top of another at some point. The maximum speed must be between 55 and 70 kph, and the maximum lateral Gs must be below 5. The number of drops should be not more than 3. After you've completed placing the track, only adjust the height of the stacked set of pylons. Make the lower pylon as high as possible without making the track red. Then, do the same for the upper pylon. Don't modify

any of the other pylons! Finally, exit out and you should see your Ultimate rating! If you don't, it means that your track's curves are too tight. After building at least one Ultimate Rollercoaster, you'll be able to access the Roller Coaster Test Park after loading your saved game.

SECRET CODES

Enter any of the following codes at any time during gameplay. For each one, you'll hear a special sound effect to confirm the code entry.

Unlock All Items

This code will make all the items in the park available to you, whether you've researched them or not: Press Up, Down, Up, Down, Left, Up, Down, Up, Down, Right. Repeat this sequence nine times in total to activate the code.

Everything Free

The code will make every item you buy cost nothing: Press Left, Down, X, O. Repeat this sequence nine times in total to activate the code.

255 Gold Tickets and all Ultimate Coaster Awards
This code will effectively give you an unlimited number
of Gold Tickets: Press Up, Down, Left, Right, ○, Right,
Left, Down, Up, ○. Repeat this sequence five times in
total to activate the code.

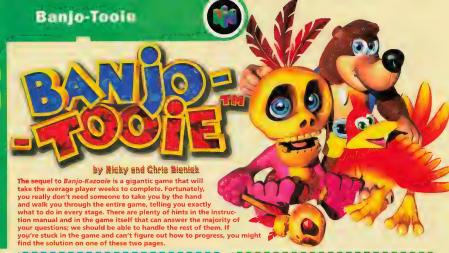
PARK CATALOG



Here's a list of all the parks in the game. "Goal 1" is the number of visitors that must visit your park. "Goal 2" is the amount above your starting balance (\$30,000) that you must earn. "Goal 3" is the number of years you must stay in business. Achieving each goal will earn you a Gold Ticket.

Park Type	Park Mame	Gold Tickets Available	Goal 1	Geal 2	Goal 3
Lost Kingdom	Prehistoric World	7	100 visitors	\$2,500	all years
Wonder Land	Land of Dreams	T i	150 visitors	\$4,000	ર્દ, 🛈 પ્રાથમ
Italloween World	Realm of Terror	. i	150 visitors	\$4,000	4 (i) ,1(48
Lost Kingdom	The Park that Time Forgot	6	200 visitors	\$5,000	2 years
Space Zone	I The Final Frontier	5	250 visitors	\$5,000	2.years
Halloween World	Ghost World	7	250 visitors	\$5,000	2 years
Wonder Land	Enchanted Island	1	500 visitors	\$7.500	S vean
Space Zone	Star Park	6	500 visitors	\$7,500	5 years





How do I open the stone Mumbo Jumbo doors In the Mayahem Temple area?

Take control of Mumbo by picking up the Glowbo in Mumbo's skull and giving it to him. As Mumbo, go to the golden head that's sticking out of the ground near the start of the stage. Stand on the purple Mumbo pad and press B to take control of the Golden Goliath. Now you can kick open the

stone doors by pressing B when the Goliath is in front of them. One of the sets of doors will swing wide open; enter as the Goliath and head to the right



until you see a teepee. Turn left and go up the stairs to find the Code Chamber (see "Secret Cheat Codes" on the next page). Kick the large stone block to allow Banjo and/or Kazooie to enter.

Where can I find the "Mega-Glowbo" that Wumba told me about near Witchyworld?

From the entrance to Jinjo Village, go right and Grip Grab the ledge, making your way into a tunnel. At the end of the tunnel you'll find a Banjo-Kazooje Game Pak jumping around! Chase it down and hit it until it disappears; the Ice Key will appear nearby. Now head over to Glitter Gulch Mine, break the two boxes near the entrance and put on the Turbo Trainers. Run forward





opened pipe. waterfall (there's a Jiggy here that you can get) and dive underwater. Use the Talon Torpedo that you learned in Jolly Roger's Lagoon to break open the Ka-

step on the

switch, then run

the water-following the stream the whole time-and enter the newly-

across

zooie-faced rock. Now swim through this tunnel to enter a sealed area in Hailfire Peaks. Walk up to the giant safe to open it; the Mega-Glowbo is inside. Give it to Humba Wumba for a very cool surprise that can be used in all of the worlds!

How can I safely cross the water that the green monster is in?

In the Mayahem Temple area, use the Mumbo-activated Goliath. In any other stage, use the Wading Boots. Also, in some areas-most notably outside



Grunty Industries-you can usually keep away from the monster by walking along the outside perimiter of the lagoon he's in; stay as close to the wall as "bearly" possible.

How do I get into Grunty Industries?

First, climb the ladder on the wall to the left of the stage entrance. Cross the floating kegs at the end of the walkway, scale the next ladder and climb down the



other side of the platform. There's a Chuffy switch down there; once vou've activated it, exit the stage and return to wherever you left Chuffy the train.

You'll find a new destination at the "Go" pad menu; now Chuffy can drop you off at a train station inside Grunty Industries.

How do I defeat Lord Woo Fak Fak in Jolly Roger's Lagoon?

Swim up near the ceiling and look for a small boil on his side that's glowing yellow. Each time you shoot one of these with a grenade, another one will appear; there are six in total, three on each side. In the second phase of the bat-

tle, you must shoot Lord Woo Fak Fak in the eyes with grenade eggs six times. Note: This battle will be much easier if you visit Humba Wumba near Atlantis and have her turn you into a submarine; you'll have an infi-



nite supply of torpedoes to shoot at him. For a laugh, shoot the light on his head after he's defeated!



How do I get the "Jiggy secrets" to appear on the signs in Jiggywiggy's temple?

Enter Madame Grunty's fortune-teller tent in Witchyworld. If you're lucky, she will give you a secret cheat which will turn the signs on. (If you're not lucky, you'll win a beating!) Keep going back into the tell.

until she gives you the code; it's a random event. If she closes the sent, just hang around for a tew minutes and it will re-



open. Once you enter this cheat in the Code Chamber, you'll have no trouble finding all of the jiggles in a specific level; just go to Jiggywiggy's temple and read the sign for that level to find out where all the Jiggles are

How can I get Heggy to hatch the yellow egg that she can't reach?

Go to Terrydactyland in Unga Bunga's cave and use the split-up pads to take control of Kazooie alone. Find Jamjars' hatch and he will teach her how to hatch eggs. Now retrieve Banjo and return to Heggy's Egg Shed Use the Bill Drill on the piece of egg shell lying near the en-



trance; it will crack open to reveal split-up pads. After using them, take Kazooie up to the yellow egg so SHE can hatch it, not Heggyl This unlocks the

Jinjo as a playable character in the multiplayer shootout games.

Where can I find additional eggs for Heggy

Use one of the two flight pads in Spiral Mountain and fly over to the small waterfall with a black hole above it. Land in the waterfall and swim through the hole; you'll enter a secret chamber. Look very closely at the wail near the waterfall inside this chamber and you'll see a thin

ledge. Use the Grip Grab to follow this ledge over and swing up into a small hole behind the waterfall. Inside, follow the tunnel into a sealed



chamber with a Banjo-Kazooie Game Pak inside. Hit it and the blue mystery egg will appear in its place. Take it to Heggy and she will hatch it to reveal the "HOMING" cheat code (see "Secret Cheat Codes" to the right).

Also in Spiral Mountain, fly and look for a rusty metal grate in the surface of



the mountainside high
above the tree
stumps near
Banjo's house.
Fire a grenade
egg and blow
up the grate.
Inside is—
surprise!—
a n o t h e r
Banjo-Kazooie

Game Pak. Bust it open to get the pink mystery egg. Bring it to Heggy and she will hatch it to unlock perhaps the funniest move in the game: the Breegul Bash!

Secret Cheat Codes



A rout round for cheater Pages in the game and return them to Cheate, the will give you codes that you can enter by shooting ago, at the letter on the wall in the Code Chamber to spell the words. However, each of this sp, codes that he gives you will not work until street he has sold you about he foreignately. We've go a list of code, that can be entered at any time after you we cacked upon the Code Chamber, including succeded in any time after you we cacked upon the Code Chamber, including succedes the have the same results as the ones that cheate and Madams of Chinty give you and several inextonic fore you've and and Madams are considered to the round of the least to the round of the large periods.

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C. H.E. A. T. C. X. O'L. T. X. by — This code has the same effect of incomes "JUKEBOX" code, it allows you to listen to any or the game's music tracks by accessing the jukeboxin adilly inner John Roger's Lagoon.

C P.E.A. 1 O Y.G.G. IJ T.E.G. This code has the same effect as Madame Grunty's "GET/IGGY" code it activates the signs in Mester Jiggravigos's temple that rell'you where the jiggre-are located in each stage.

CHEATOSUPERSANIO

CHEATOSUPEREA DOD Autivate this cool of game more challenging by speeding up at of the enemies.

CHEATOHONEY KING. Enter this cheat to completely discute the honeycomb meter and air meter, now you're invincible and an stay underwater only toxic areas to a long as you want.

CM:E A T O.M E S T K I N G—This cheat gives you untition to toge and feathers, your inventory will show that you have 1997S of every type.

CHEATOLIGGYWIGGYSILECIAL—This code unlock all of the doors in the Isic O' Hags area, gwing you access to all levels

CINE A TO CINI NOT He This code has the same affect as the "INO" code that you get from having Heggy harch the pink egg. It improve your aim when firing eggs by causing their to change direction and covic covalid any nearby enemy.

The remaining two cheats will not cause that me to be not so apover on the wall in the code chamber, once you have entered them, the insults will a mediately become effective and will remain in place.

CHEATO ITIGEYSCE STILLS TO Uplocks a new partor called "fairacte, printed" as the Cinema ment in Replay mode, this option is normally unlocked by collecting 90 liggles. Note that this code will not work if you have already found 90 liggles in any one of the three same game alors in size will not explicit if you have already, external the tol-

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TIPS & TRICKS February 2001





e may be the creator of such full-length animated feature films as The Secret of Nimh, An American Tail, The Land Before Time and Titan A.E., but Don Bluth is still better known to some people for his work on a 17-year-old video game. One of the first laserdisc games, Dragon's Lair opened up a whole new world to delighted arcadegoers, enchanting audiences with its superior graphics and movielike storyline. Unlike just about every other style of video game, however, in Dragon's Lair you don't really "control" the main character, Dirk the Daring. Rather, your objective is to guide him through the castle by tapping a button or D-pad direction when Dirk has an obstacle set before him. This involves strict timing and can become a bit tedious, as it requires a great deal of memorization and recognition of the various stages throughout the game. Although Dragon's Lair has appeared previously on the Game Boy, the first version simply turned the arcade game's characters and scenarios into a traditional sprite-based action game. The impressive new Game Boy Color version is close to arcade-perfect, with all of the original scenes intact; only a few movements have been omitted or simplified in order to squeeze the game into a tiny Game Pak. Never before has a disc-based, full-motion video game been accurately converted for play on a cartridge-based system. Developer Digital Eclipse has done a superb job in bringing one of the most amazing arcade titles of all time to an 8-bit system!

This strategy guide will tell you which buttons need to be pressed in each of the game's scenes. Please note that some of the game's scenes may appear in a random order that's different from the way they appear; they may also unexpectedly repeat or appear "mirrored" (i.e. with the graphics flipped horizontally so that the Left and Right instructions will be reversed). My description of each scene will focus on specific movement and timing issues, as well as explaining any changes that have occurred in the translation from arcade to home. So read on, adventurer...your quest awaits!



the arcade version, All you need to do is press the Sword button after Dirk falls through the floorboard. In the arcade version you had to press Up after using the sword to get away from the tentacles. In some versions of the game,

The Most

scene is

slightly

different

from that of



move Right as they crumble toward the left side of the shaft. In the arcade version, Dirk had to move Right twice after he staggered left; the Game Boy Color version only requires Dirk ran across the platform without you to move Right once



This moving wall scene is not tricky at all simply press Up when you see the wall closing to finish the scene!



Jason Wilson





even falling down!





These caverns are graphically similar to the arcade version, but the

events that take place here have been drastically altered in order

to make the game fit on a ROM cartridge. Upon seeing the bridge

flash, go to the Left. The bridge will flash again on the opposite

side, and you will need to go Right. Finally, you will reappear on

the other side again; move Left when the bridge flashes a final

time. The arcade version contained bats with one section of the

falling

rocks

quire

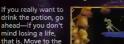
Dirk to

re-





The headless horseman attacks! Move to the Left when you see the spikes flash on your right side. The second scene requires you to move Left as soon as the spikes appear for a second time. Move to the Right when the spikes appear on your left to safely make it through the small cave.





You will probably encounter these discs more than once on your journey, requi ing an early jump Left or Right







Right upon seeing

this scene





depending on which direction you're facing. The timing is much faster than the arcade version, so remember to move quickly



This scene involves a few quick jumps and sword swipes. Press Up to prepare to move above the first set of oil and muck, then use your Sword to defeat the bony hand. Press Up again to move away from the second set of oil and muck, use your Sword one last time, then move to the door opposite of where the last bony hand originated. You will have to move Left if the hand came from the door on the right or move Right if the hand came from the door on the left. After entering the final door, use your Sword one last time knocking out all three skull monsters to advance to the next stage.

Dragon's Lair















The Lizard King stage can be very frustrating; there's nothing worse than making it to the end of a stage, only to get pounded over the head and sent back! The first few sequences are simplistic. Head Left at the end of the corridor when the Lizard King is about to pound you, then Right, Right. At the end of this sequence, press Left to avoid the Lizard King, then Right, then press Sword! The arcade version had two extra moves at the be ginning of the final battle with the Lizard King. Be happy that they were not implemented in the Game Boy Color version!

The few snakes that appear are not very hard to disperse. Press Sword when you see the first one, press Sword again when you see the second one and press Right toward the skull on a rope next to you. Don't be fooled into trying to eliminate the third







vour awareness level. Quickly press Right when you see the jewel in the mid die of the screen and you will complete this section.







spiked ball-chain.

screen (or Right if the anvil is coming at

you from the left). Press Sword again to

take out the spear at the end of this se-

quence. The arcade version detailed a final

battle with the Smithee and a bout with a











This underwater scenario contains a plethora of moves—more than any other scene in the game up to this point, so be on alert! This may also appear as a "mirror image" level with the Left and Right directions reversed, so keep that in mind. When the floor crumbles, move in the opposite direction (in these photos, that would be Right). Move Up to avoid the set of spikes, then Left toward the water. Quickly press Up to move underwater, Right when you see the tentacles, then Up to avoid another set of spikes. Use your Sword to take out the giant spider, then press Up to quickly move through the closing wall













Another mirror-image scene; you will be heading either left or right. Just remember to press Left or Right at the moment when Dirk is about to reach for the second vine.

Riding the horse can be fun...as long as you don't ride straight into the fire! This scene is not "mirrored" as often as some others. Head Left if the fire appears to your right, then Right, Left, Right to complete the scene. Each movement must be made the instant the fire appears. The corresponding arcade scene involved a second immediate right at the end of the level, steering Dirk away from a brick wall













No longer "Ye Rapids" and "Ye Whirlpools," the sign merely indicates "Whirlpools" as the focal point of the level with one lone rapid. (In the coin-op, Dirk was also seen hanging onto a chain to leave this level.) Head Right when nearing the edge of the first whirlpool, then Left, Right, Left, then press Up when you see the rapids in the distance.











Dirk does his Indiana Jones impersonation! It's no secret that Bluth was inspired by Raiders of the Lost Ark when creating this stage. Press Down as soon as the large ball looms be hind Dirk, then press Down each time a ball passes ahead of Dirk while fleeing from the giant ball behind him

A simple room turns into a blazing ball of fire and electricity! Press Right when the flames come scorching out, Up, Left, then press Left to move the bench to finish the level

Dragon's Lair













The crumbling bridge from the arcade version has been whittled down significantly! Press Up twice to finish this stage which once required ducking twice, attacking bats and moving to another section of the bridge!

Some players are completely frustrated at this level, while others pass with ease and think nothing of it. Press Up about one second into the scene to move forward, or wait until Dirk is close enough to the spinning pins before moving forward. Press **Sword** to annihilate the man-eating plant, then press **Down** to complete the stage!













The electricity that eventually follows you to the blue bridge is not too tough to overcome: simply press Up, pause, then press Up again. Wait at the bridge until the lava is emitted a third time, then press Left to complete the stage.



defeat the knight!











If you are too slow, the green slime monster will get you! Move Left when the slime appears at the bottom of the screen, then press Sword after Dirk picks up a flask. Press Down, then immediately press Right and you'll adyance to the next scene.

The electric throne stage requires precise, quick movements and is made to scare the player into making early mistakes. Press Right, Up, Right to sit on the throne. Use the Sword, then press Right one last time to get out of there while you still can!











As soon as you see the moving floor change, press Left to move to the side, then press Sword to defeat the tentacles.

Next, press Left and Left again to go through the portal.













This room can get pretty tricky, it requires a variety of movements that have to be implemented fairly quickly. Press Sword when the first green tentacle appears, then press Up, Right, Down, Right, Left, then Up and out the door to complete the level. The Game Boy Color art omits one Sword command that was present in the arcade version, replacing it with a command that allows Dirk to move instead.

The Giddy Goons are chasing you! Press Sword to halt the first set, then press Right, Up to go up the stairs and Left to finish the task. Pressing Left replaces the Sword command from the original arcade game.







The huge brown lava monsters are after you! Press Up to go throughout the first volcanic eruption, Up when you are closing in on the bridge and Up to hop the gap to safety!

The Pinal Confrontation!

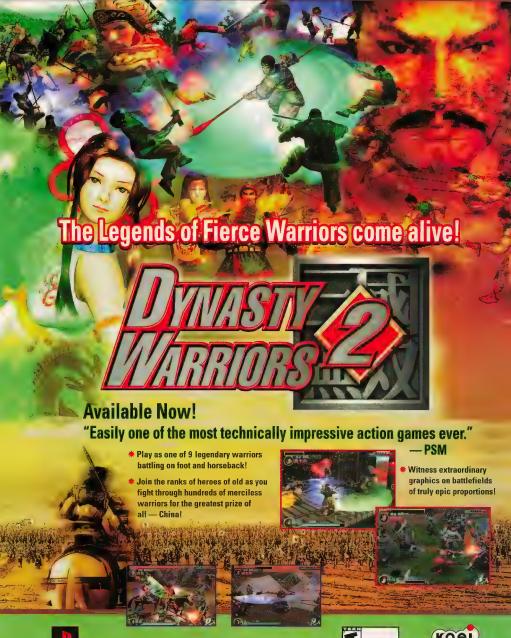






Getting here was the easy part, saving the princess won't be so simple. Press Up to catch the falling platform (so you don't awaken the sleeping dragon). Press Left to move across the bridge, then Left again to avoid the dragon's fire. He is keeping his eye on you now; press Down twice to quickly evade his grab. As you are heading to the left, press Up twice to avoid the fire and press Down one last time to avoid another feeble attack by the mighty dragon. Press Sword to grab the Magic Sword, slay the dragon and save the princess!

Game Boy strate









Razor Freestyle Scooter



by Geoff Arnold

Norton-a giant robot who has been badly programmed-stumbles into Chad's backyard one day while everyone is riding their scooters. Fascinated by the kids on their scooters, Norton captures part of Chad's crew (along with some of his toys) and takes them back to his secret hideout. Norton agrees to return Chad's missing toys and the rest of the Razor crew if he and his teammates can pass the tests that Norton has set up in the mysterious Sky Levels. Its now up to you to take control of one of the Razor team's riders and save the rest of your crew from the maniacal robot Norton.

Don't let the "cute" graphics fool you; there is more to this game than meets the eye! Some of the levels require expert timing and meticulous trick performance in order to complete certain objectives. Fans of Tony Hawk's Pro Skater or Grind Session may find the game to be a bit less challenging than other players without previous experience. Basically, you have six objectives in each of the three main levels that need to be completed, and some levels won't be accessible until you accomplish certain objectives. Patience and perseverance are necessities when playing Razor, as some of the objectives may seem impossible at

first. You may want to use the practice option to get used to the trick engine, or to find a pattern to collecting the wheels scattered throughout the levels. I can't stress enough how important practice is to overall gameplay. You may want to practice a level several

times before attempting it in the circuit mode.

Although most of the riders look similar and share most of the same moves, each rider has one or two unique tricks which can earn you big points in a pinch. All riders are equal in speed and trick point calculation, so it basically comes down to which riders you prefer over others. Even though seeing UFC Champion Tito Ortiz riding around on a scooter is rather exciting, I have a thing for monkeys...so its Chippie all the way for me! Try out all the riders to see which one you like best.



At the beginning of the game you only have Chad and Ami to choose from as riders. The only difference between the two is the fact that they can perform different spin moves, so it doesn't really matter which one you pick first. Special Tricks



Front Flip ↑ ↑ + □



Back Flip No Footer



Ami matches Chad in total number of tricks, although her spin tricks are slightly different. pecial Tricks







t seems like only yesterday that collapsible aluminum mini-scooters were introduced, only to be met with minimal enthusiasm from kids across the states. With a little down time for the market and some cosmetic surgery, scooters have resurfaced and are gaining popularity exponentially every day. No doubt about it, scooters are back and they are here to stay. It was only a matter of time before somebody released a video game to let us take the sport to the extreme side. Developed by Shaba Games, Razor Freestyle Scooter lets us view scooting from the perspective of a bunch of kids out having fun. Don't let the overall appearance of the game fool you; even expert riders may have trouble completing certain objectives in each stage. Over 26 moves per character, several hidden levels and characters to discover and seemingly endless trick combinations...whoever thought that the world of scooting could be so complex? Now if I could only convince the Olympic Committee to add Extreme Scooting to the summer games...



Daryl becomes available for you to use after you complete the first objective in Levels 1-3 and collect 20 wheels in Sky Fortress Level 1. The main difference between him and the other riders is one trick: Daryl gains an additional grab trick but loses a spin trick.

Special Tricks





The Bluenose ↑ →



Sharing the name of one of America's hottest pop stars, Brittany is playable after completing the third objective in Levels 1-3 and collecting 20 wheels in Sky Fortress Level 3. She is very similar to Chad and Amí in that she lacks a special spin trick but retains two special grab tricks. pecial Tricks



Back Flip ↓ ↓ + □





Hector rejoins the team the team after you complete the second objective in Levels 1-3 and collect 20 wheels in Sky Fortress Level 2. Like Daryl, Hector gives up one of his spin tricks to gain a grab trick.

Special Tricks



Front Flip 1 1 + -



← → + ()

Razor Freestyle Scooter



Complete with tattoos and his patented flaming shorts, Tito looks like he was pulled right out of the Ultimate Fighting Championship, shrunken and digitized right into the game. Tito can be played after you complete the fourth objective in Levels 1-3 and collect 30 wheels in Sky Fortress Level 4. Tito also has two special grab tricks and no special spin tricks.

Special Tricks







Back Flip $\psi \psi + \Box$



Sock monkey on a scooter? What will they think of next?! Chippie is one of the "fun" characters in the game and is available for you to play after you complete the fifth objective in Levels 1-3 and collect 20 wheels in Sky Fortress Level 5, Chippie's tricks are similar to those of Hector and Daryl.

Special Tricks



Back Flip ↓ ↓ + □



1-Handed No-Footer 1 -> + C



filtimen Tikiman is another "fun" character in the game, playable after you complete all six objectives in Levels 1-3 and collect 30 wheels in Sky Fortress Level 6. As far as tricks are concerned, Tikiman is very similar to Hector and Daryl.

Special Tricks



Front Flip 1 1 + -



1-Handed Superman 1 + + O



Like Tikiman, pint-sized Norton pops up on your rider roster after you complete all objectives on all stages and finish Sky Fortress Levels 1-6. Norton can perform the most tricks out of any character in the game (a whopping 37 total tricks!) and can do all of the other characters' moves except Tito's 1-handed no-footed backflip. Norton should be your first choice when trying to attack high scores due to his extensive trick list.





Air Tricks

As with Tony Hawk and Grind Session, tricks are the backbone of this

game. Though its fun just to scoot around the levels looking for secret areas, you won't get anywhere in the game unless you can pull off some awesome tricks. Grinds, lip tricks, spin tricks and grab tricks will net you a small number of points by themselves, but stringing multiple tricks together can reward you with a monster score. For every trick you do in succession, you get a multiplier for your score. Take, for example, a Body Varial (7 + . Doing this trick alone will score you about 675 points. Couple this with a Superman (7 + 0) and you now have a 2,300-point trick. To add to this score, you can do multiple spins while performing tricks, which will greatly add to your score. Using the same example: After you do the Body Varial, continue to hold 7 on the D-pad or analog stick to continue spinning, then press the O button to execute the Superman. With a 540 spin thrown into the mix, you now score over 3,000 points for a single trick.





个 个 + E







Around the World



Double Tailwhip <++ □



1-Handed No-Footer



The Bluenose



1-Handed Superman 4 4 + C

No Foot Can Can <++O $\rightarrow \rightarrow + 0$

Air Trick Combination Method

This can be done with any two moves in succession at any time. Simply ride or launch off of a ramp and hold any direction on the D-pad. While continuing to hold the same direction on the pad, hit the \square or \bigcirc button, wait until the trick is finished, then point the D-pad the opposite direction. This as an extremely easy way to score massive points for air tricks.

Grind Tricks

The best way to multiply your score is by doing multiple grind tricks. This will become extremely important when you need to score a lot of points rather quickly to earn more time or complete objectives. For example, doing a normal grind will only net you about 500 or 600 points, depending on the distance that you grind. However, doing a spin or grab trick into a grind will multiply your score further...and doing a flip or grab trick off of the rail will multiply your score again. On top of all this, you can do tricks while you are grinding—the easiest example being a No-Footer. Since this trick is fairly fast and easy to execute, you can do it while on a rail, then land and continue to grind normally. The multipliers don't end there: At the end or beginning of any of these tricks (although the beginning is much more difficult) you can sneak in a Nose or Wheel Manual to multiply your score even further! In order to land your biggest tricks and score a ton of points, your trick will have to go something like this: Grab/spin trick onto a rail (Body Varial), grind, hop/spin trick (No Footer) while on the rail into a grind/railslide, grab/spin trick (Superman) off of the rail into a Nose/Wheel Manual, Practice these types of tricks and you will be scoring 10,000 points per trick in no time! While performing tricks, it is also worthy to mention the reduction of points per trick by repetition. For example, if you do a Handplant on a lip and score 1,000 points, then do another one later in the same level, you will only score 900 points for the second Handplant. Your score will further decrease every time you perform the move after that. You simply can't get good scores if your tricks are repetitive. Constantly mix it up to earn maximum points.

There are three main levels at the beginning of the game, with more becoming playable after you have completed objectives in the first three. In order to unlock the Challenge Levels (Sky Fortress Levels 1-6) you need to accomplish the same objective in each of the main levels. For example, in order for you to unlock Sky Fortress Level 1, you need to complete the first objective in each of the three levels (score 10,000 points, 15,000 points and 20,000 points in Levels 1, 2 and 3 respectively). To open up Sky Fortress 2, complete the second objective in each of the first three levels (grind 600 feet in Level 1, 700 feet in

Level 1: Scooter Park



Scooter Park is a fun little place to get used to doing tricks with your scooter and explore. There aren't too many secret areas in this level, just a bunch of quarter pipes, half pipes, rails and launch ramps. The level is also relatively small. consisting of the outside park,

Level 2 and 800 feet in Level 3). Do the same for the remaining objectives to unlock the rest of the Sky Fortress Levels.

a small indoor park and a miniramp connecting the two. Learn the layout of the level early on so you can collect all of the wheels without any problems.



1. Level Clear—10,000 points: Scoring 10,000 points on this level is relatively easy if you are able to combine grab tricks with flip tricks. Head for the two mini-ramps on your right just after you begin the stage. Ride back and forth a few times to get enough speed, then pour on the tricks. You should

be able to score 10,000 points in just a few seconds using the air trick combination method described above.



2. Grind 600 Feet: This is one of the game's easier goals. Stay in the outside park area and grind everything in sightbut pay attention to your balance meter. If you don't land the trick, you don't get the distance or the points. You should be able to reach the 600-feet mark in just over a minute.



3. Extreme Score—30,000 points: Scoring 30,000 points is obviously more difficult than 10,000, but is still easy if you use the trick combination method. On top of all the points you get for scoring air tricks, you will earn bonus seconds to keep the timer going if you miss a few tricks here and there. Concen-

trate on air tricks more than anything for the entire two minutes.



4. Pull a 6,000 Point Combo: 6,000 points in one combo? Seems impossible, right? Its actually quite easy. You just have to know where to do the trick to get the points. If you know the level at all, you will be familiar with the ramp that leads to a billboard. Take

the launch ramp through the billboard, do a grab trick then immediately grind on the rail on the other side of the billboard. Near the end of the rail. do yet another grab trick and hit \(\triangle \) again to grind the lip of the ramp just below you. When you finally lose speed, release and finish the combo with a

ose or wheel manual to easily score 6,000 points



5. Earn 100 Bonus Seconds:

This is where practice comes into play, since you need to land almost every one of your tricks. A 6,500-point trick will fill your bonus meter completely, so use this to your advantage. Use the same method here as you did to reach your 30,000 point score and you will

have plenty of time left after you reach your 100-second goal. Remember that you only have to fill the meter up 10 times to complete this objective!

6. Get 30 Wheels: If any objective will cause you frustration, it will be this one. Collecting all 30 wheels in under two minutes can be difficult, as there is really no set pattern to collecting them. If you're having trouble finding an efficient path, here's a basic walkthrough:

a. Collect two wheels on the left platform just after the start, then make a left and head toward the ramp near the wall.

b. Jump off of the ramp to the left (onto the building) and collect two wheels in the air.

c. Jump off of the ramp toward the outdoor park and grind the left rail to collect three more.

d. Once on the ground, head toward the back left corner of the park. Jump off of the ramp and collect two wheels in the air, then immediately hold \triangle to grind the platform above and collect two more.

e. Head for the small underground tunnel and grab two more on your way to the mini-ramp.

f. Launch off of the wooden platform at the end of the ramp, hold \triangle to grind the rail on the inside of the park and grab three more wheels on the way down the rail.

g. Jump from this rail to the next and grab one more, then make a U-turn. Snag the next three wheels on the rail near the right wall and continue toward the ramp in front of you. i. Ride up the ramp to get speed and head for the launch ramp

in the center of the indoor park. j. Launch off of the ramp onto the left rail and grab three more

wheels before smashing through the glass window in front of you. k. Jump off of the ramp directly in front of you, steer your rider to the right and aim toward the wheel near the window.

 Immediately hold △ to hop onto a rail which leads back outside. m. Jump off of the rail to the right and use the wall ramp to gain speed.

n. Grab the wheel near the billboard launch, then launch through the billboard and grind the rail to score the last two wheels.

Schoolz Out



The schoolyard is always a fun place for any extreme sporting event, and this particular schoolyard has plenty of interesting objects to keep any hardcore Razor owner occupied. The level consists of a few areas including the courtyard, the pool area, the tennis courts and the bus parking lot. This is a tougher level than the first one; practice is essential

when trying to complete objectives such as wheel collecting. Make sure you know this level WELL before you enter in Circuit mode.

Objectives



1. Level Clear—15,000 points: Now that you have the trick combination method down, scoring 15,000 points should be a breeze. Look for the minihalf-pipe just to the right of the beginning of the stage in the courtyard and perform your tricks there

to get reach your score rather quickly.







3. Extreme Score—45,000 points: Use the same method here as you did to complete your first objective—stick to the mini-ramp and do trick combinations. The extra seconds you get for pulling off tricks will give you more than enough time to reach 45,000 points. If you're up for a real challenge,

continue doing tricks and try to fill up your bonus time meter to complete objective 5 as well.



4. Pull a 7,000 Peint Combo: This objective is a lot easier than it seems. Just as you start the stage, you will see a ramp in front of you that will launch you onto a light pole. This is your target area. Launch off of the ramp and do a grab/flip trick before you hit the rail. Once on the rail, do another crab trick, land

back on the rail, then jump off of the rail and do a final grab/flip trick before you land. It may take a few tries, but a 10,000-point trick is easily possible here.



5. In Although you can pull off some high-scoring tricks on the rails located throughout the level, its easier to just use the mini-ramp near the beginning of the stage. Again, practice is crucial; you will need to land upwards of 85% of your tricks to fill your bonus meter 10 times.

Get 30 Wheels: As in the last level, this objective will probably be your biggest problem. Some of the wheels aren't

- easily accessible, so it's a good idea to start your run by landing a few major tricks to score an extra 20 seconds or so you'll need all the time you can get. As with the last level, there isn't really a set path to collecting the wheels, but here's the easiest way I found:
- a. Jump off the ramp directly in front of you and slide the light pole to collect two wheels.
- b. Immediately turn right and head toward the quarter-pipe near the vending machines and ride up it to get speed. c. Jump off of the ramp to the left light pole and grind it to collect two wheels, then jump over the gap and across to the
- right rail on the next light pole to get two more.

 d. Jump off of the light pole and ride the ramp in front of you to gain speed.
- e. Look for a point where you can transition from one ramp to another near the entrance to the back part of the level; ride this ramp up and grab the three wheels floating in the
 - f. Scoot around the yard to get some speed and look for the small quarter-pipe near the right corner behind the first light pole; note the glass window at the top with a wheel near it.
 g. Launch off of the ramp, aim for the window and grab the wheel just before you crash through into a small room that contains another wheel
- h. Jump out of the small room to a rail on the left and collect two more wheels.
- i. Ride the rail until it ends and hop off, then head left toward the pool area.
- j. Get some speed and head toward the lifeguard stand near the back left corner of the pool area.
- **k.** Jump onto the lifeguard stand and collect three wheels on the way to the rooftop.
- I. Jump from the rooftop to the left light pole in the tennis court area to collect two more wheels.
- m. Jump from the light pole onto the three banks just below to collect three more wheels.
- n. Head over to the ramp in the small section that separates the bus parking lot from the tennis court area to find three more wheels.
- more wheels.

 o. Collect three more wheels by jumping off of the ramp and onto the tops of the buses.
- **p.** You should now have 27 wheels; scoot as fast as you can back to the pool area.
- q. Ride back and forth in the pool a few times and build up your speed.
- r. When you have enough speed you will see a small platform way above the pool area that you can grind; this platform contains the final three wheels.

Level 3: Clock Tower



This level is actually quite fun...if you can manage to avoid falling off of the buildings every five seconds. You start on the rooftop of a building near a large clock tower; the only way to reach other buildings is by jumping or grinding your way to them. This may sound like a piece of cake.

but some of the rails and jumps are rather long, which may throw you off a bit af first. The level consists of four rooftops and a small indoor room, with the clock tower being located in the rooftop #4 area. Try this level a few times in practice mode before attempting it in circuit mode so you can get used to the positions of the rails.



Objectives

1. Level Clear—20,000 points: Since you are a seasoned veteran at performing trick combinations now, you can clear this objective with your eyes closed. There are two small cement quarter-pipes just to the right of the starting point that you



can use as a makeshift half-pipe to

2. Grind 800 Feet: Just behind your starting point there's a long cement quarter-pipe with a lip on it. Grind the lip repeatedly to reach your 800-foot goal.



3. Extreme Score—60,000 points: 60,000 points? No sweat! Use the same tactic as you used to score 20,000 points for your first objective. If you're lucky, you might even finish objective 5 at the same time!



4. Pull an 8,000-Point Combo: This one is kinda tricky. Although it's possible to perform a megatrick in other parts of the level, I found that the easiest place to do it is near the rail the leads over to the area near the clock tower. Look for a ramp that leads up to a rail at the end of rooftop area #3.

Razor Freestyle Scooter





This is your sweet spot. Gather enough speed to launch yourself up to the rail above the ramp, perform a grab/flip trick, then hit \(\triangle \) to grind the rail. Do another grab trick while on the rail, continue to grind until you reach the end, then perform another grab/flip trick onto the

rail below you. Complete your trick by doing the command for a Nose Manual as you jump off of the rail and down the ramp to the left.



5. Earn 100 Bonus Seconds: If you have your trick combinations down by now, this should have been completed along with objective 3. If not, try again using the same two quarter-pipes near the beginning of the stage. You should be able to get the required number of bonus seconds in under a

minute if you practice.

- 6. Get 40 Wheels: Although there are more wheels to collect here, this one isn't as tough as Schoolz Out; since the level is semi-linear, there is an easy pattern to collecting the wheels this time. The greatest part about this objective is that you don't have to waste your time getting all the wheels near the beginning of the stage, since the path just leads you back there anyway.
- a. From the start, jump off of the ramp in front of you and grind the cement overhang while collecting three wheels. b. Continue going straight and grind up the picnic table to
- score two more wheels and enter rooftop area #2. c. There are two wheels in rooftop area #2—one near the right
- cement bank and one near the rail that leads to rooftop area #3. Grab these wheels, then jump onto the rail.

- d. On the rail to area #3 you will collect four more wheels. Jump off the rail and head toward the ramp just in front of you (the one you used as a launching pad to complete the fourth objective). Grab the ione wheel on the way up the ramp, then hit the rail to collect four more.
- e. Fall off of the ramp to your left before you reach the bell tower (rooftop area #4) and look for a small ramp that will allow you to jump back over to rooftop area #3. There are two wheels located in the gap.



f. Head back over to where you just were, but instead of taking the ramp that leads back to rooftop area #3, look for a giant quarter-pipe that you can use to launch up to the clock tower. Use your momentum to propel yourself off of the quarter-pipe and reach the clock tower. Once you are

grinding the ledge, your speed will decrease, so jump and grind again repeatedly to collect the three wheels here.

- g. Follow the path around the building to the left and collect the two wheels on your way up the small ramp toward the backside of rooftop area #4.
- h. There are eight wheels positioned on four rails here-two per rail. Collect all eight, then look for a trail of two wheels leading up to a glass window in the back right corner of this area. Launch off of the ramp, angle yourself toward the left and break through the glass window to reach the indoor
- i. Grab the wheel in the center of the makeshift pool and snag yet another on the "pool deck."
- j. Look for another glass window near the brick wall on the left side of the pool and launch through it to reach the beginning of the level.
- k. Snag the last five wheels from the two ramps opposite the starting point and left quarter-pipe near the picnic table to complete the objective.

Challenge Level 1: Sky Fortress 1





After you finish the first objective on all three main levels, Sky Fortress 1 will open. No fancy tricks are needed here-just good, hard, scooter-steering skill. There are 20 wheels to find, with only one of the wheels being rather difficult to obtain. Start by collecting the four wheels just in front of you as you begin, then head toward the large quarter-pipe in front of you. If you look closely you will notice two white lines painted on either side of the guarter pipe labeled "A" and "B." These are aiming tools; you want to be fined up in the center of these lines when you come down from gaining speed on the quarter-pipe. There are two ramps on either

side that you have to jump over to collect wheels, so pick which one you like best. Gain speed and jump off of the ramp, collecting the three wheels in the air. Land and continue riding forward to collect three more wheels, then into another quarter pipe area with white lines labeled "C" and D." Repeat the process you used for the last ramp and snag whichever set of three wheels you want to. Basically, you'll be moving through this level in a figure-8 pattern. When you have collected 19 wheels from all the ramps, head toward the right side of the level and look for a circular platform. Jump onto it and grind to reach the last wheel. If you find yourself running out of speed, use the jump and grind/repeat technique to keep your speed. When you collect all of the wheels, Daryl will be freed and will rejoin the team as a playable character.

Challenge Level 2: Sky Fortress 2







After you finish the second objective on all three main levels, Sky Fortress 2 will open. This level is a repeat of Sky Fortress 1 with an added obstacle to keep you on your toes: the collapsible platform. Simply jump over these to keep them from dropping out underneath you and use the same pattern as before to collect all the

wheels. When you collect all of the wheels, Hector will be freed and will also rejoin your crew as a playable rider.

Razor Freestyle Scooter

Challenge Level 3: Sky Fortress 3





After you finish the third objective on all three main levels, Sky Fortress 3 will open. This level is a bit more difficult than the last and may take some practice to complete. There are also 10 more wheels here that you have to collect, upping the total to 30. The Fortress is divided into three cement half-pipes, with a large cement bowl in the back right corner. Linking all of the half-pipes together is a long rail with a whole bunch of wheels on it. Notice that the wheels that are sitting near the half-pipes are arranged in a pattern that leads up the ramp. Follow this pattern to jump from ramp to ramp and collect the wheels. When you reach the last ce-

ment half-pipe, your momentum should carry you over into the cement bowl. Ride up the bowl to get some speed, then aim for the front left corner of the bowl where the rail is planted. Grind the rail all the way down to the end to collect all the wheels. Remember, if you are losing speed on the rail, the jump and grind/repeat technique works wonders here. When you collect all of the wheels, Brittany will rejoin the team as a playable rider.

Challenge Level 4: Sky Fortress 4





After you finish the fourth objective on all three main levels, Sky Fortress 4 will open. This level is actually not too challenging if you can keep your speed up. There are various ramps and rails arranged around the level with a total of 30 wheels to collect. From the starting point, ride off of the ramp in front of you, collect five wheels, then launch off another ramp just past that to bring your wheel total up to nine. Launch off of the large cement quarter-pipe in front of you to reach a rail above with four more, then head down the guarter and straight for a ramp leading to a curved rail suspended in the air. Launch and collect the the wheels

on the rail (don't let the broken glass scare you!), then jump to the platform below. Make a quick U-turn and look for another curved rail that hangs off of the fortress floor. Head straight for it, grind around the curve and collect the seven wheels sitting on it. Hop off the rail and look to the left for another rail sitting over two cement quarter-pipes (which you may have noticed when you started the stage). This is where the final four wheels lie. Simply jump off of the quarter next to it and hold the \triangle button to grind the rail and collect your wheels. When you finish, Tito Ortiz will leave the Ultimate Fighting Championship and join Chad's Razor crew.

Challenge Level 5: Sky Fortress 5





After you finish the fifth objective on all three main levels, Sky Fortress 5 will open. Sky Fortress 5 is the same as Sky Fortress levels 1 and 2, but this time there are three collapsible floor panels on each side instead of two. Jump over the first panel, land on the second to make it collapse, then jump over the third to the reach the other side. Do this on both sides to give yourself enough room to jump from one side of the level to the other and use the same pattern as you did with Sky Fortress Levels 1 and 2 to collect all the wheels. When you get them all, Chippie rejoins the team.

Challenge Level 6: Sky Fortress 6





After you finish the sixth objective on all three main levels, Sky Fortress 6 will open. This level actually becomes simple if you choose to stay on one path. Since Sky Fortress 6 is basically split between right and left paths, you have to decide which one to take first. The paths are almost identical except for the last part, which is split into two different objects that contain wheels (the left is a ramp and the right is a rail). The coolest thing about this level is that it doesn't really matter which way you go. You can go through it once any way you choose, then when you reach the end you can make a U-turn off of a big quarter pipe and go through the stage backwards, taking the path opposite the one you took the first time to collect any wheels you missed. Take your time to learn the wheel locations before you

play in Circuit mode to make things easier. When you collect all of the wheels, Tikiman will rejoin the crew and become playable.

After rescuing Tikiman from the clutches of the insane robot Norton, your rider will stumble into Norton's secret laboratory. A sequence of events will lead to the discovery of a new member of the Razor crew; now the only thing left to do is to go back through the levels and earn the high scores for each level. Good luck and happy scooting!





ast year—when SMK was still doing business in North America—the company released King of Fighters: Dream Match '99 for the Dreamcast. It was essentially a souped-up version of King of Fighters '98: The Slugfest which was released in arcades and for SNK's Neo-Geo home systems. The newly-released King of Fighters Evolution and King of Fighters '99 Millennium Battle (for Dreamcast and PlayStation, respectively) are essentially the same game as the original arcade release of King of Fighters '99. The title of the Dreamcast game was changed so consumers would not confuse it with Dream Match 99; the two are entirely different games, with many of the same characters but the addition of a "striker" making Evolution much more complex and fun to play. The release of King of Fighters '99 Millennium Battle for the PlayStation marks the only other appearance of a King of Fighters game for the U.S. PlayStation market since 1996, when Sony released King of Fighters '95 as a first-party title.

Differences













The Dreamcast version has a cool screen saver that appears when playing in practice mode. Other than that, the names of some of the game modes are different, but the gameplay is the same.

Strikers





The assistance provided by the "striker" will vary depending on the character you've selected to fill this role. Certain characters have the ability to heal team

members while others will engage opponents in combat This is what makes KOF '99 such a special game. Taking a cue from Marvel vs. Capcom, you are allowed five strikers per team member per round. Basically, the striker will come in and attempt a special attack or heal your active team member while he or she is still under your control. It is best to use the striker to try to knock an opponent into the air and set up a better style of offensive attacking.

Counter Mode



During this mode, you can perform as many Super Moves you want. Three stocks are needed to enable Counter Mode.

Armor Mode



Secret Code!

(PlayStation version only)





- 1. Play the game in "Team Play" Mode and beat all of the CPU characters, then watch the ending movie.
- 2. Save the data, then select "Practice," "Team vs." or "Single vs." mode
- 3. At the character select screen, highlight the "?" box, hold the START button and press ○, ×, △, □. The hidden character, Krizalid, will appear under the "?" box.

Power Gauge



Located just below your life bar, the Power Gauge provides a large number of emergency escape methods, including Guard Cancel Escapes, Emergency Counter Attacks and Desperation Moves. You

can fill your Power Gauge a maximum of three times, enabling you to perform Super Desperation Moves and to activate Armor Mode or Counter Mode. Each successful attack fills your Power Gauge. Each maximum Power Gauge level is called a "stock." You can have up to three stocks stored during the game With one stock stored, you have the ability to perform various Super Moves and Guard Cancel attacks.

Basic Moves

Designer Light Punch + Light Kick simultaneously while standing

T ← or → + Hard Punch or ← or → + Hard Klusson → close to your opponent

The transfer of the second of

Press ← ← or → →

ि—Press Light Punch + Light Kick franken अर्थ प्रकार प्रकारन

Press Light Punch + Light Kick when knocked to the ground

d.—Press any outton while Dashing

By Blow Attack—Press Hard Punch + Hard Kicklesimultaneously while standing or jumping

G __Block, then press ← or → + Light > 2. So thank Kark samples recount (common terms to) C = 1. K. — Block, then press Hard Panel + 1. Co Kin and Manager

Security Press Hard Punch + Light Kick simultaneously (limited)

Armor Mode Activate—Press Light Kick + Hard Press Armor Armo

A character's defensive power definitely increases in this mode. When activated, your character will not be knocked backwards or toward the floor as before. When performing an Emergency Escape in this mode, your opponent will be sent flying across the screen!

King of Fightors '99

Listed below are Super Desperation moves and a few techniques used by the characters of King of Fighters '99 Millennium Battle for PlayStation and King of Fighters Evolution for Dreamcast! To see each character's special moves, pause the game at any time during gameplay and look at the Command List.

ERO TEAM/NEW JAPAN TEAM

Punch to delay)



Character Rating: 7

Super Desperation Attacks: Chain Drive → ¥ → ¥ ↓ € ← + Punch K's sunglasses must hit in order for this to connect; they can be blocked normally, though. Heat Drive → > + Punch (Hold

Becomes unblockable when delayed; can delay for up to five seconds.

Striker Attack: Narrow Spike



MAXIMA Character Rating: 5

Super Desperation Attacks: Maxima's Revenge→ > ↓ ↓ ∠ ← → > ↓ ↓ ∠ ←

When Maxima gets anywhere near someone with this move, it's over, Unblockable and impossible to stop. Run for your life!

Heat Drive-↓ > > ↓ ↓ € ← + Punch Performing this move with Light Punch lands Maxima closer to the opponent. Hard Punch places him further away.

+ Kick

Striker Attack: Maxima Gallows



RENIMARI Character Rating: 7

Super Desperation Attacks:

Raikou Ken—↓ ¾ → ↓ ¾ → + Punch Performing this with Light Punch is a straight, sufficient attack, while performing it with Hard Punch will knock an opponent out of the air.

Phantom Hurricane—↓ 🏻 → ↓ 🐿 → + Kick

Performing this move up close is the only way all of its hits will connect

Striker Attack: Electric Trigger



SHINGO Character Rating: (7)

Super Desperation Attacks: Burning Shingo-- ↓ ∠ ← ∠ ↓ ≥ → + Punch A powerful attack, but slow; your opponent

must be sleeping to get caught by this. Ge Shiki: Kake Hourin—↓ 🏿 → ↓ 🕽 → + Punch Can hit oppo-

nents from the other end of the screen, as Shingo will run toward them at lightning speed. This will also break an opponent's guard.

Striker Attack: Yatchatte Kudasai



FURY TEAM



Character Rating: 75

Super Desperation Attacks:

Power Geyser—↓ & ← k → + Punch Only works well when opponent is close to you.

Blaster Wolf-4 × + × × × × × + Kick

Can combo from almost any low or high attack; very useful in leading your opponent toward the corner.

Striker Attack: **Dunk Geyser**



Character Rating: 633

Super Desperation Attacks:

Shadow Comet Punch—↓ ∠ ← ∠ ↓ ¾ → + Punch Finishes off the opponent with a projectile.

Good for countering mid-range counterattack

attempts

Chouretsutama—↓ > → ↓ > + Kick Using this attack with Hard Kick increases the range and diversity of the move.

Striker Attack: Phantom Fist



Character Rating: 7



JUE MIGASHI Character Rating: 0 Super Desperation Attacks:

Empyrean Tripper—↓ ¾ → ↓ ¼ → + Kick

Best when used as a surprise attack after a blocked slide. Very efficient in terms of the amount of damage it inflicts.

Screw Upper—↓ ¾ → ↓ ¼ → + Punch This attack has two different levels of effectiveness, from up close or across the screen. The whirlwind will

follow your opponent to the end of the screen Hurricane Tiger-↓ > > ↓ ↓ € ←

Excellent striker attack. Best when started from crouching Light Kicks or Light Punches.

Striker Attack: Ora Ora Bakuretsu Ken



Super Desperation Attacks:

Exaggerated Fan Attack-↓ > → ↓ > + Punch Multiple projectile fan attack. Hard to avoid coming from mid-screen.

Phoenix Fandango—↓ ∠ ← ↓ Cancelable attack that surprises

your opponent as Mai leaps forward in the air.

Super Deadly Ninja Bees—↓ ∠ ← ¥ ¥ ¥ → + Kick

Best when used as a wake-up maneuver. Striker Attack:

Sakura Fubuki







RT OF FIGHTING TEAM

RYO SAKAZAKI Character Rating: 6

Super Desperation Attacks: Heaven Glaze Punch—↓ ¾ → ↓ ¾ → + Punch Does double damage as a counter-hit; it will also break your opponent's guard. Ryuuko Ranbu—↓ > > 1 € ← + Punch

Multiple-hit attack, best when combined from crouching Light Kick or Light Punch

Hao Shi Koh Ken-→ ← ∠ ↓ ¾ → Easy to pull off in a combo, or

to jump over. Striker Attack: Narrow Spike



ROBERT GARCIA Character Rating: 6

Super Desperation Attacks: Invisible Whirlwind Ten Step Kick—↓ ピ ← ピ ↓ > + Kick

Extremely vital to Garcia's offensive play. Dragon Tiger Fandango-- ↓ > > 1 ↓ € ← + Punch

Multiple-hit attack, best when combined from a crouching Light Kick or Light Punch.

Hao Shi Koh Ken-→ ← ∠ ↓ ↓ →

+ Punch

Easy to pull off in a combo, or when opponent is close. Difficult to jump over; goes through various projectiles.

Striker Attack: Ryuuren Moushuu





Character Rating: 75

Super Desperation Attacks: Shin Kishin Geki—↓ ¾ → ↓ ¾ → + Punch Best used when in close to your opponent. Dragon Tiger Fandango—↓ ¾ → ¼ ↓ ₭ ← + Punch Multiple hit attack, best when combined

from a crouching Light Kick or Light Punch. Hao Shi Koh Ken-→ ← k ↓ > + Punch (Hold Punch for

extended power) Easy to pull off in a combo, or when opponent is close. Difficult

to jump over; goes through various projectiles.

Striker Attack: Cho Hissatsu Shi Koh Ken





Character Rating: 6.5

Super Desperation Attacks: Shin Chou Upper—↓ ¾ → ↓ ¼ → + Punch Easily Yuri's most powerful technique. Flying Phoenix Kick-↓ > > ↓ ↓ € + Kick A whirlwind kick; Yuri will run at the opponent and attempt to kick him to death a la Liu Kang from Mortal Kombat!

Scalding Steam Blast—↓ > ↓ ¥ → + Kick Easy to pull off in a combo; a

multiple-hit uppercut that's slow to connect

Striker Attack: Hien Rekkou



RACTERS/SOLO ENTRIES



Character Rating: 13

Super Desperation Attacks: Ceremony Super Slash 181- ↓ > → ↓ > + Punch

Hold Punch to make this an unblockable attack

Reverse 108 Attack + Punch

Hold Punch to delay hits on your opponent, creating various juggles near the corner.

Striker Attack: Reverse Style No. 108







Super Desperation Attack: Freestyle—↓ y → ↓ y → + Punch Press Punch or Kick after Freestyle connects

to taunt your opponent





KY0-1

Character Rating: 6

Super Desperation Attack:

Serpent Shear- ↓ 比 ← 比 ↓ ¾ → + Punch Hold down Punch to delay this attack

powering up Kvo and damaging anyone in the vicinity.



Striker Attack: Modified Style No. 75



Character Rating: 7 Super Desperation Attacks:

Reverse 301 Slash Talon Comb → ↓ > ↓ >

→ + Kick Hits low; your opponent must block high to

avoid this attack. Forbidden 1211 Maiden Attack—↓ > > ↓ ∠ ← + Punch

An extremely quick dashing move Try using this after a blocked sweep attempt.

Striker Attack: Reverse Style No. 108



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CARL TEAM

Character Rating: 8

Super Desperation Attacks: Grateful Deceased - ↓ ¥ → ↓ ¥ → + Kick

Leona grabs her opponent and does 50% damage (yay!).

V Slasher— ↓ > > > ↓ \ ← + Punch (in air only) This "air-only" Super can scare someone for about a second...until they get used to not

trying to hit Leona out of the air when she has a stock left in reserve

Rebel Spark- ↓ & ← & ↓ > + Kick Another Leona grab maneuver: difficult to connect.

Striker Attack: Killer Touch



RALF

Character Racing: 6.5)

Super Desperation Attacks: Galactic Phantom—↓ ¾ → ↓ ¼ → + Punch

A delayed-reaction 50% damage Desperation Move. You can see this one coming from a mile away.

Exploding Vulcan Punch—↓ > > ↓ ↓ € ←

Awesome multi-hit forward attack that pushes your opponent

toward the corner and is easily

Horsepower Vulcan Punch-4 K ← K 4 31 → + Kick Multiple-hit ground pound.

Striker Attack: **Body Blow**



Character Rating: 6

Super Desperation Attacks:

Running Three—← & ↓ ¾ → ← & ↓ ¾ → + Kick A running Super that only reaches up to mid-screen

+ Punch (close)

A powerful grab maneuver when up close: it has decent range.

Striker Attack: Flashing Launcher



WHIP

Character Rating: 7

Super Desperation Attacks: Sonic Slaughter- ↓ ∠ ← ∠ ↓ ≥ → + Punch

Not much in the damage department, but good enough for

almost 20 hits each time.

Striker Attack: Valkyrie Shot



Character Rating: 7.5

HO SOLDIER TEAM



Character Rating: 7

Super Desperation Attacks: Arrow of Phoenix's Fang (in air)—↓ > →

> → + Kick

Powerful air attack that is almost guaranteed to knock off damage to the opponent. Shining Crystal/Crystal Shoot-→ > ↓ ↓ € ←

Punch (în air), ↓ ∠ ← + Punch (în air) This can be stopped by pressing all four attack buttons simultaneously.

Striker Attack: Psycho Healing



Super Desperation Attacks: Super Dragon Combo Punch—↓ ¥ → ↓ ¥ →

+ Punch

A strong, multi-hit attack; easily canceled. Divine Heavenly Dragon Kick-↓ > → ↓ ↓

Performing this with Hard Kick increases its range

Striker Attack: Nikuu Man For You

dramatically.



Character Rating: 73





Character Rating: 4 Super Desperation Attacks:

Thundering Flame Blast-↓ ¾ → ↓ ¼ → + Punch

Using Light Punch makes the flames go vertically; Hard Punch horizontally. Thundering Blaze Invite-UN→ NUK ← + Punch

Performing this with Hard Kick increases its range dramatically.

Striker Attack: Hou Rai Raku Ken



BAO

Super Desperation Attacks: Max Psycho Ball Attack-↓ K ← ↓ K ← + Punch

A fast, effective projectile. Deluxe Psycho Ball Attack → ← ∠ ↓ > + Kick

Freezes the opponent, allowing you to perform a combo of your choice while the ball is still damaging your opponent.

Special Psycho Ball Attack-

JECTEC+ Kick Only hits when close to the opponent, but can be done anywhere on the screen.

Striker Attack: Max Psycho ball Attack



Character Rating: 8

Super Desperation Attacks: Illusion Dance—↓ > > ↓ ↓ € ← + Kick

Easy to see from a distance, as King must jump backwards, then forwards to start this technique. Silent Flash-**↓ K ← ↓ K ← + Kick**

A good wakeup maneuver: always catches opponents when

they are least expecting it. Striker Attack:

Trap Rush



Character Rating: 5.5

Super Desperation Attacks: Ultimate Ecstasy Crunch—↓ ¾ → ↓ ¼ → + Punch

A giant power wave emitted from anywhere on the screen; nearly impossible to jump over. Heart and Eye Drop--- \$\frac{1}{2} \rightarrow \frac{1}{2} \rightarrow \frac{ This move is a

reversal move only, thwarting an opponent's offensive attack.

Striker Attack: Katsu



Character Rating: (5

Super Desperation Attacks:

Mary's Dynaswing—↓ ¥ → ↓ ¥ → + Kick Good if your opponent jumps at you often, but not likely to work after he or she learns to expect it. Mary's Splash Rose—↓ ¾ → ¼ ↓ € + Punch Annoving multi-hit mid-screen attack that paralyzes the opponent for a moment while Mary

has her way Mary's Typhoon→> ¥ ↓ € ← → M V K + Kick

A super attack with horrible range that inflicts so little damage that it's practically useless.

Rapid Spider

Strilmr Attack:



X ANG E Character Rating: 8.5 Super Desperation Attacks:

Fangs of Virtue → ¥ ↓ K ← → ¥ ↓ K + Punch Unblockable when close to opponent.

Amazing White Dragon—↓ 🎍 → ↓ 🗓 → Xiangfei's

most powerful attack. Try not to waste too many stocks without saving them for this attack. Great Iron Attack → ¥ → ¥ ↓ + Kick

Striker Attack: Dai Koku Chou





Character Rating: 8

Super Phoenix Kick-↓ & ← & → + Kick (in air) Almost a guarantee if your opponent

attempts any anti-air technique. Ascending Firebird Kick—↓ > → ↓ ¥ → + Kick

Good attack for an already powerful character. After this maneuver, Kim can begin his standard set-up attacks involving the Flying Kick in the air.

Striker Attack: Rising Kick





CHANG

Character Rating: 6

Super Desperation Attacks

Killer Wrecking Ball—↓ > → ↓ > → + Kick Mid-sweep range, high-damage attack that hits an opponent low continuously for a short period of time. Killer Running Wrecking Ball—↓ > > ↓ ↓ € + Punch

Each time this connects, a different frame of anima-

tion will be shown at the end. Killer Ball Splash-- ↓ ¥ → + Punch Chang jumps in the air and tries to pound you with his ball!

Striker Attack: Falling Killer Ball





Character Rating: 03 Super Desperation Attacks: Tornado Ripper→ > > ↓ & ← → > J K C + Punch

High damage, quick recovery...an essential move. Air Spinning Blades—↓ 🏿 → ↓ 🗳 →

+ Punch (in air) Performing this move with Light Punch will make the

blades go straight down; Hard Punch makes them fly at an angle Phoenix Kick-↓ > > \ ↓ \ ← + Punch

Very difficult to anticipate because of Choi's speed Watch out for this multi-

hit attack that usually can be connected from low Light Kicks without much problem.

Striker Attack: Three Foolish Taunts



JHUN

Character Hating: (8)

Super Desperation Attacks Rising Phoenix Boot—↓ ¾ → ↓ ¼ → + Kick (in air)

Similar to Kim Kaphwan's Super Desperation Air Attack. Angry Phoenix Boot-

4 3 → 4 3 → + Kick Excellent anti-air device; works well in combos.

Striker Attack: **Tiger Raid**





KRIZALID (Boss) Character Rating: 9

Super Desperation Attacks:

Desperate Oppression—↓ > > > ↓ € ← + Kick (in air) More than 20 hits AND 40% damage? YES! Now you know why he is the number-one character in the game! End of Heaven-

UE ←EUN →+ Punch This multi-hit fireball delays and hits for an enormous amount of

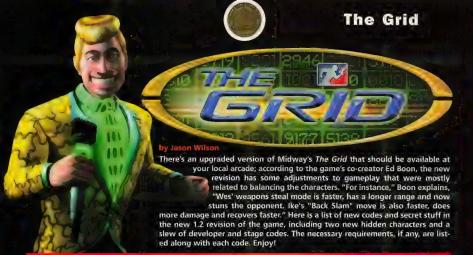
damage if it's done near the end of the screen and is then used to juggle the opponent.

Flaming Charge (the best Striker in the game)





TIPS & TRICKS



GREDET GHARAGTERS





Noob Saibot

Noob Saibot is unlocked after completing all 10 towers in the single-player game. Once you have fulfilled this requirement, enter **7-6-7-#** on the numeric keypad at the character-select screen to play as him.





Red Dog 6

Red Dog 6 is unlocked after completing all 10 towers in the single-player game three times. Once you have fulfilled this requirement, enter 7-3-3-# on the numeric keypad at the character-select screen to play as him.

Flaver Moter Gode

This code is unlocked after completing all 10 towers in the single player game twice. Once you have fulfilled this requirement, enter 6-6-7-# on the numeric keypad at the character-select screen; with this code in place, you will return to the game as a random computer-selected character as soon as your opponent scores a point on you. For example, if you are playing as Flint and your opponent kills you, you may return to the game as Ike, Trixi or another different character.

DEVELOPER CODES

Enter any of the following codes at the characterselect screen to change your chosen character's head to that of one of the members of *The Grid*'s real-life development team. Note: Each of the developers has an alternate head with slightly different graphics; to activate the "alternate head" version of any character, enter the code 7-7-4-# just prior to entering the character code of your choice from the following list:

8-5-1-#—Steve Beran 8-5-2-#—Ed Boon

8-5-3-# Mike Boon 8-5-4-# Nigel Casey

8-5-6-#—Eddie Ferrier 8-5-7-#—Dan Forden

8-5-8-#—Paulo Garcia 8-5-9-#—Tony Goskie 8-6-0-#—Brian LeBaron

8-6-1-#—Herman Sanchez 8-6-2-#—Taaron Silverstein 8-6-3-#—Mike Taran

9

8-6-4-#—Alan Villani 8-6-5-#—Mike Vinikour

8-6-6-#- John Vogel

Anema Selegi Godes

Enter one of the following codes on the numeric keypad at the character select screen in multiplayer mode to choose to play in a specific arena. *Note: These* codes will not work unless all active players enter the same code.

9-0-0-#—Blastoff Arena 9-0-2-#—Showfloor Arena

9-0-4-#—China Chamber Arena

9-0-6-#—Electro Arena

9-0-8-#---Mutha's Vineyard / 9-1-0-#---Ground Zero Arena

9-1-2-#—Basement Arena 9-1-4-#—Toxic City Arena

9-1-6-#—Gladiator Arena 9-1-8-#—Pooltable Arena

9-2-0-#--X-Fan Castle Arena

9-2-2-#—Buzzkill Arena 9-2-4-#—Track Attack

9-2-6-#—Trench Arena 9-2-8-#—Inferno Arena

9-3-0-#-Secret Grid World Arena

SELECT Hey, you-listen up! This "review/preview" section.

isn't vour typical

The purpose of Select Games is to show you a bunch of games that are out there-or are coming out soon-so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!

given to those select few

games that are highly recom-

mended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



part symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime



KLONOA 2: LUNATEA'S VEIL

ico • Possible in 2001 • 1 Player

Here's a very early look at Klonoa 2: Lunatea's Veil, Namco's next highly anticipated PlayStation 2 game. It's been more than three years since Klonoa: Door to Phantomile was originally released in Japan for the PlayStation. Kionoa has since grown wiser, stronger and even more daring. As you can see, the look of Klonoa has changed as well. The characters in Klonoa 2 have the same flat-shaded 2-D look that can be found in recent Dreamcast games like Jet Grind Radio and Sonic Shuffle, Klonoa 2 retains the same 2-D gameplay in a 3-D environment which defined the first game. Klonga can still fire the Wind Bullet, inflate the enemies and use them as balloons to float around or as platforms to do double jumps. The game takes place in the troubled world of Lunatea which Klonoa accidentally falls into while riding the wind. A little girl named Lolo tells Klonoa that she saw him in a dream and that he was going to save Lunatea. Confused (but willing to help), Klonoa sets out on a new adventure. Utilizing the superior power of the



in the near future!

PlayStation 2, Klonoa 2 contains beautiful and colorful environments. The game's pacing is very fast and comes packed with tons of unexpected surprises. One of Klonoa 2's most exciting features is the use of ultra dynamic camera angles to enhance the sense of speed and action. The game is being designed so that it can be enjoyed by players of all ages and skill levels. Klonoa 2: Lunatea's Veil couldn't come any sooner; the PlayStation 2 is in dire need of a fun platform game with some kind of endearing character.

















STAR WARS: SUPER BOMBAD RACING









It's hard not to feel jaded whenever another character-based racing game is re-leased, batt-there's some thing about Star Wars: Super Bombad Racing for the PlayStation 2 which has our eyes stealing glances at this quirky hovercraft racer. The game features "super-deformed" versions of our favorite Star Wars characters; all of them are scaled down



and have giant heads, including Darth Maul, Anakin Skywalker, Jar Jar Binks, Queen Amidala and more. The only character who looks the same is Yoda, since he already has a big head and small body! There are more than thirteen tracks overall and each is remniscent of a scene in the \$far Wars saga, like the Naboo swamps, Tatooine deserts and the rooftops of Coruscant, Just to name a few. There are tons of power-ups in this game to disturb and agitate other racers. The five different groups of power-ups are boost, front, rear, shield and special. Each group has a set of different gadgets. For example, in the boost category you can get anything from a little mini-boost to a blasting arc through hyperspace. Mastery of these gadgets is the key to victory. We wanna know who the secret characters are! Mini Darth Vader? \$tar Wars: Super Bombad Racing will also be available for the Dreamcast later this year.



FLOIGAN BROTHERS

Sega • March • 1 Player

Floigan Brothers got kind of lost in the mix ever since the Dreamcast was first released. In the early Dreamcast TV commercials, you would always the two brothers with all the other characters from the Sega pantheon. Well, the game is finally coming out this Spring. Hoigle and Moigle, the two brothers, spend almost all their time in the junkyard where they work and live, like the sitcom Sanford and Son. Hoigle is the smart one, but he's too small to do a lot of the basic grunt work in the junkyard. Moigle is the big one, but he isn't too bright and needs Hoigle as a guide. An evil Baron wants the junkyard so he decides to send a cute kitty spy to get Moigle all softened up. Eventually the Baron floods the whole junkyard with kitties...and they're not so cute anymore! You play as Hoigle, the smart one, as Moigle tags along to help or get in your way. A lot of the core gameplay involves issuing commands to get Moigle to do things. Moigle is very emotional, so you can make him mad, make him cry and even have him asking for a hug. These may sound like useless commands, but a lot of the puzzles center around his emotional ups-and-downs. For example, you can beat him up to make him cry so he can create a huge river to get the water going. There are also tons of mini-games. Floigan Brothers is a strange little game and certainly lives up to Sega's history of experimental titles. This is supposedly the first chapter, so there may be more Floigan Brothers games in the future.



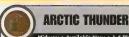


CONKER'S BAD FUR DAY

Nintendo • March • 1-4 Players

Conker's Bad Fur Day may come and go...or it may just become one of the most controversial N64 games Nintendo and Rareware have ever made. From what we've seen, we can say that Conker's Bad Fur Day is certainly shocking. Originally titled Twelve Tails: Conker 64, the game is no longer a cute 3-D platform adventure along the lines of Donkey Kong 64 or the Banjo games. If you played Conker's Pocket Tales on the Game Boy Color or selected him every time you played Diddy Kong Racing, then Conker's Bad Fur Day is the ultimate demon in disguise. Players who have weak stomachs or are under 17 will want to stay away, because Nintendo is slappin' the "Mature" ESRB rating label on this baby. In one scene that's straight out of the movie Saving Private Ryan, cute, fuzzy squirrels get ripped apart by a hail of bullets as they prepare for an attack. There are also a lot of body fluid gags—like when Conker gets sloshed on beer and extinguishes flaming enemies by urinating on them while regurgitating all over the place. And even though they're "bleeped out," there are plenty of foul-mouthed characters who cuss out the poor rodent. Nintendo says the game is for the South Park crowd and will not aim Conker ads at younger kids. Whether you like Bad Fur Day or not, it sure is a strange time for Nintendo to suddenly start attracting an older crowd to the N64, especially with its next system on the horizon. The lesson? Don't mess with a video-game character's hairdo.





Midway has been pumping out a lot of arcade racing games lately, but nothing quite as impressive as this one. With an enhanced graphics engine that has never been seen in arcades until now, Arctic Thunder offers the type of gaming experience that you just can't get at home. The deluxe machine captures the feel of snowmobile racing by blowing "arctic air" from a variable-speed fan located above the player's head; the faster your snowmobile goes in the game, the stronger the breeze, (We haven't

seen an arcade game with a built-in fan since Williams released its popular Whirlwind pinball machine back in 1990] Select one of six characters and choose from a range of fully-equipped sleds. Plenty of shortcuts, power-ups, missiles and crazy jumps are waiting to be discovered, as are six special tracks that are set in such diverse locations as the Alaska Pipeline and the Swiss Alps. You'll even navigate through a nuclear disaster in the Chernobyl Meltdown stage! "Road Rash on a snowmobile" is the best way to describe this game, which allows you to knock your opponents into oblivion with atomic snowballs and advanced fighting techniques. Check this game out at your local arcade today!





DRIVING EMOTION TYPE-S

Square/EA . March . 1-2 Players

Lucky owners of the Sony PlayStation 2 should be able to get their hands on this new driving game very soon. Many people have referred to Driving Emotion Type-S as Square's answer to Gran Turismo 3. However, the gameplay of Type-S more closely resembles that of Sega GT on the Dreamcast than any game in the Gran Turismo series. The game has all of the features that are standard in every racing game, but also allows you to choose a Garage Mode with enhanced features for each car including Class, Drivetrain, Power-to-Weight Ratio, Body Type, Wheelbase, Body Height and Displacement. Customizing these features will enhance your vehicle and allow you to compete at its maximum will enhance your vehicle and allow you to compete at its maximum



ou to compete at its maximum ability. The control scheme will take a little getting used to, however, if you are not familiar with Racing Lagoan (another Square racing title, released in Japan only). For racing fanatics, Driving Emotion Type-5 is worth a look just because of all the extra features and the ability to create your own personal vehicle!





ATV OFFROAD FURY

Sony • Available Now • 1-2 Players









ATVs (All-Terrain Vehicles) are becoming quite popular these days, as several companies have even started to sponsor ATV racing events. Banking on this recent surge of ATV popularity, Sony has released ATV Offroad Fury, one of the first first-party games for the PlayStation 2. The graphics are simply stunning, with some of the most detailed riders and environments in any racing game. The player shadows alone demonstrate the benchmark of quality for this game. Think of ATV Offroad Fury as the ultimate 3-D this game. Think of ATV Offroad Fury as the ultimate 3-D

racing game, where it's not just the course that has to be navigated, but the inclines and aerial maneuvers must also be factored in if you want to succeed. Players can select ATVs from top-of-the-line manufacturers like Honda, Kawasaki, Yamaha, etc. Each ATV can be tweaked in the garage by adjusting shocks, tire friction, braking sensitivity, steering and more. The developers describe ATV Offroad Fury's physics engine as a "labor of love," with highly advanced algorithms that will have you feeling every bump and crash. Despite the intense programming, however, ATV Offroad Fury is ultimately about fun. The ATVs can do things in this game that can't be done in real-life, including aerial stunts! Hard rockers will definitely enjoy the marquee line-up of artists in the soundtrack, which includes Soundgarden, Primus, Alice In Chains and Anthrax. Drivers can pretty much go anywhere that's visible in the game, since the vehicles can scale almost anything. There are over twenty indoor and outdoor tracks that feature all varieties of challenging terrain. Whether you're into ATVs or not, ATV Offroad Fury is a superb racing game for the PlayStation 2.





MARS MATRIX

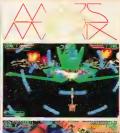
Capcom • February • 1-2 Players

An arcade game that only saw limited release in North America, Mars Matrix makes its way to the Sega Dreamcast as the only one-button shooter in town! Choose between Arcade Mode and several other options including the new Dreamcast-only Elite Mode; there's also a "Shop" where you can purchase new upgrades for your ship and a "Gallery" with items that are unlocked as you accomplish various tasks in the game. Though it's mostly in the same vein of new-school Capcom shooters such as Dimahoo and Giga Wing, certain aspects of Mars Matrix may also remind shoot-'em-up fans of the classic Sega Geness shooter Truxton. If loads of enemies spraying hundreds of bullets is your idea of fun, then this is the game for youl













ZONE OF THE ENDERS

Konami • March • 1-2 Players



Zone of the Enders (or Z.O.E.) is a full-powered mech combat game from the same folks who brought you Metal Gear Solid According to Hideo Kojima, producer of Z.O.E. and the Metal Gear Solid franchise, Z.O.E. was born out of mech designs that got scrapped while creating material for the Metal Gear Solid games. Players assume the role of Leo Stenbuck, a rookie mech pilot. Being a Kojima game, expect Zone of the Enders to have the same kind of hard-boiled theme that pervades the Metal Gear Solid games (e.g. "man vs. machine"). Leo must fight enemies in various situations, from the cramped areas of a space colony to the open expanses of a mountain range. Each mech has both long-range laser attacks and close-quarters hand-to-hand combat capabilities. Along with the story-driven one-player game, a Versus Mode will also be added for heated two-player battles. Zone of the Enders will probably be the first game that really files off the shelves for the PlayStation 2 since the game will come packaged with a short playable Metal Gear Solid 2: Sons of Liberty demo disc. Now wipe that saliva off your chin!







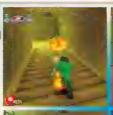
MONSTER FORCE

Konami • March • 1 Player

With Konami's new partnership with Universal Studios, it was only a matter of time before we saw a game featuring all of Universal's classic movie monsters! Monster Force for the PlayStation features "super-deformed" versions of our favorite monsters including Frankenstein's Monster, Dracula, the Wolf Man and others. In the game, you control the mini-monster Frank; with the help of your monster friends, you must battle an army of menacing creatures while completing various.



write completing various quests and puzzles. The goal of Monster Force is to find the magical cure to reverse the effects of an evil witch's spell and save the land. Monster Force is mostly designed for younger gamers, but varying difficulty levels are there to encourage mature gamers as well. As Tim Robbins says in the film The Hudsucker Proxy: "It's for kids!"















Ever want to haul a big-rig over the roads with reckless abandon? 18 Wheeler American Pro Trucker puts you behind the wheel of a giant 18-wheeler truck and tests your skills as a guy who gets the goods delivered on time. The game is part of an arcade series called Sega Professional Series, "occupational" simulations which include Crazy Taxi, Brave Fire Fight-

ers, Emergency Call Ambulance and Airline Pilots. 18 Wheeler is the next game to gets the Dreamcast treatment after last year's Crazy Taxi. Your goal is to deliver goods from New York all the way to San Francisco while competing against a rival truck driver. Unlike Crazy Taxi, you'll have to be careful of your cargo; damaged goods equals less money. Honk the horn and hope the little sedans get out of your way! You get extra points for doing amazing maneuvers around other cars. You'll also have to navigate your giant behemoth around tight corners and park it properly. Players can view the road from inside the cab (with hanging trinkets and all) or from a camera angle behind the cargo. We were hoping you could use the Dreamcast Mic as a CB Radio, but that's probably too much to ask! Coffee thermos and NoDoz not





ADVENTURES OF COOKIE & CREAM

This strange little offering by From Software casts two oddball, rabbit-like creatures in an adventure game featuring puzzles whose solutions depend on cooperative play. The play mechanics are simple— Cookie and Cream run along parallel courses, and objects which span both courses can be manipulated by one character to clear passage for the other. The control scheme is limited to using the analog joystick and the shoulder buttons; in fact, since you only need one analog stick to control each character, you and a friend can share one controller! As each player only requires half a controller, up to four people can crowd around the PS2 during versus play and have these cutesy characters push, whack or stomp each other into mines and



cages while trying to hustle points as the screen inexorably rolls along. The emphasis in The Adventures of Cookie and Cream is on cooperative or counter-operative multiplayer play, which makes it one of the only party games available to lighten up the serious demeanor of the PS2.













MAT HOFFMAN'S PRO BMX

Although Mat Hoffman's Pro BMX was supposed to appear toward the end of 2000, it's now on track for a March release. Developed by Neversoft, the game uses a modified version of the Apocalypse engine which spawned such great games as Spider-Man and the Tony Hawk's Pro Skater series. At first glance, it would be pretty easy to dismiss this game as Tony Hawk on BMX bikes. But then again, why mess with a beautiful thing? Stylistically, the game has the same sort of presentation and character fonts as Tony Hawk, but once you start playing the

game, it offers a unique look at BMX stunt competitions. Like Tony Hawk, each level has a set of goals to accomplish, including collecting various pick- ups and secret items. There are new bonus pick-ups, however, that add to your



Courses include Mat Hoffman's bike shop, the London subway system, the California suburbs and more. Mat Hoffman's Pro BMX will certainly draw in the Tony Hawk crowd with its familiar gameplay and presentation, but it could also initiate new converts with its hot BMX license.











THE DEVIL MAY CRY

om • Possible in 2001 • 1 Player



The Devil May Cry is an action game for the PlayStation 2 made by much of the same staff that brought together the Resident Evil and Dino Crisis series. You play a character named Dante, a Devil

Hunter exacting a 2000-year-old revenge. Dante carries a sword and a rifle, much like the dude in Rising Zan. There's very little information on the game so far, but it looks like it will play very much like any game in the Resident Evil series. Masashi Mikami, the producer of The Devil May Cry, admitted that the game was originally a Resident Evil project that



changed direction. The game focuses on demon possession. poltergeists and generally has a more aothic theme. The Devil May Cry is still in the very early stages of development and probably won't be ready until much later this year.







BLASTER MASTER: BLASTING AGAIN

A blast from the past! Blaster Master: Blasting Again is an official 3-D se quel to the old NES game Blaster Master. The game still sticks to the old formula of tank demolition and exploration. Blasting Again features huge, wide-open arenas with plenty of platforms for tank hopping. Plenty of power-ups are available, so your vehicle can have access to various weapons. Any place too small or narrow can be navigated on foot, since your little man can jump in and out of the tank at anytime. A nice little nostalgia game for NES mourners!











PLANET HARRIERS

ssible in 2001 • 1-2 Players



The new Sega Naomi arcade game Planet Harriers is based on Space Harrier, the '80s game which actually can be played in the arcade in Shenmue! Like Space Harrier, players will have a behind-the-character view as they

blast at anything and everything that comes toward them. Vanquished enemies will turn into gold coins which can be collected to buy items and parts. Planet Harriers also features a new lock-on system that allows you to target multiple enemies so you can blast 'em away with one shot. There are four selectable characters-Glen, Collie, X and



Nick-each with his own goofy special weapon like a baseball bat, guitar or even a hypodermic needle! A two-player cooperative mode is also available through a network link





007 RACING

EA • 2nd Quarter • 1-2 Players

The PlayStation 2 version of 007 Racing features brand new environments, weapons, gadgets and missions that are very different from those of the PlayStation game of the same name. The arenas are a lot bigger in this game, allowing for more shortcuts and even more dynamic diving stunts. With the PlayStation 2's enhanced graphic capabilities, you'll can even see the henchmen as they drive their vehicles and lean out









of the windows to taunt or shoot at you. The game will have twenty missions in four locations: Amsterdam, Hong Kong, Estonia and a secret base. The Amsterdam and Hong Kong stages are exclusive to the PlayStation 2. 007 Racing for the PlayStation 2 is scheduled for a Spring release





DRAGON WARRIOR III

Following the success of the two-inone Dragon Warrior I and II cart, Enix is going ahead with a Game Boy Color conversion of Dragon Warrior III, giving North American gamers another taste of Japan's incredibly popular Dragon Quest series. 8-bit fans may remember that the first three games in the Dragon Warrior series were released for the original Nintendo Entertainment System; however, the third chapter was manufactured in such limited quantities that latter-day collectors have been known to pay well over \$100 for a boxed copy. At 32-megabits, Dragon Warrior III will be one of the largest games yet released for the Game Boy Color. Compared to the original NES version, it has larger characters, generally more detailed graphics and other new features which Enix has not yet announced.











TOWERS II: PLIGHT OF THE STARGAZER

The second "traditional" role-playing game to be

released for the Game Boy by Telegames, Plight

of the Stargazer is packed with features that set

it far apart from the average Game Boy Color

Game Pak-including a full-motion video intro-

duction, digitized sound effects and more than

five minutes of digitized speech. You can actually hear the characters having conversations!

which are friendly to the members

The game's 12 levels are loaded with hundreds of items

to discover; you'll also encounter hundreds of monsters, some of







RHINO RUMBLE

An old-school platform game, Rhino Rumble chronicles the adventures of Rocky, a cartoon rhinoceros in search of a magical waterfall that will quench his ravenous thirst. (According to the game's story, he ate too many peppers at a jungle party.) Rocky uses his fiery breath to clear a path through the forests, caves and deserts that lead to his goal, which lies at the end of 19 levels set in seven different worlds. Look for special vehicles to help

















RETURN OF THE NINJA

Founded by ex-Konami staffers about a decade ago, Natsume impressed fans of the Nintendo Entertainment System with Shadow of the Ninja, an atmospheric action game that-in some ways-was even better than the games in Tecmo's revered Ninja Gaiden series. In fact, when Tecmo wanted to expand the Ninja Gaiden franchise to the Game Boy, it simply licensed Natsume's Game Boy version of Shadow of the Ninja and released it in North America as Ninja Galden Shadow. This new Game Boy Color platform game picks up where earlier Ninja games left off; however, instead of non-stop shuriken-throwing, you're actually required to sneak through areas and try to avoid being spotted (not unlike Tenchu's gameplay). Players can earn "CG cards" and exchange them with friends through use of the Game Boy Color's infrared communications port.





Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

			A					
N	INTENDO 64	12 A. C.	28	Eithea	Atlus	0	Mobil Suit Gundam •	Bandai
	EBRUARY	Park Control of the C	29	Fist of the North Star •	Bandai	(1)	Ultimate Fighting Championship	Crave
ō	Eternal Darkness	Nintendo	38	Legacy of Kain: Soul Reaver 2	Eidos	40	Unison	Tecmo
ă		Nintendo	31	Mr. Driller 2	Namco	0	WinBack	Koei
N	MARCH		32	Point Blank 3 •	Namco	-	PBIL	
ŏ		THO	33	Simpsons Wrestling	Fox	(P)	Championship F-1 Racing	BAM
ŏ	Conker's Bad Fur Day	Nintendo	34	Tales of Eternia •	Namco	a	Cool Boarders 2001	Sony
ă	Pokémon Stadium Gold & Silver •		25	Time Crisis: Project Titan	Namco	0	Force of One	Interplay
_	OSSIBLE IN 2		36	World's Scariest Police Chases		(1)	Run Like Hell	Interplay
6	Airboardin' USA		****	LAYSTATION 2	THE RESERVE THE PROPERTY OF THE PERSON NAMED IN	0	V'Room	Interplay
ŏ	Dance Dance Revolution: Disney Dancing Museum	5		EBRUARY				001
ŏ	Detective Barbie: The Mystery Cruise		0	The Bouncer	Square/EA	0	All Star Baseball 2002	Acclaim
ă	Dinosaur Planet		a	Carrier	Jaleco	0	Ape Escape 2	Sony
Ö			ŏ	Dark Cloud	Sony	9	Arctic Thunder	Midway
Ö	Mario Party 3 •		ă	Dinosaur	Ubi Soft	0		3DO
8	,		6			6	Army Men: Green Rogue	
_	Mini Racers		-	Ephemeral Fantasia •	Konami	9	Baldur's Gate	Interplay
0	Roswell Conspiracies		0	ESPN NBA 2Night	Konami	-	Barbarian	Interplay
D	A. TOMASIA, NA., and All 1995. 40		0	Knockout Kings 2001	EASports	6	Beast Wars	BAM
P			0	Navy Seals	Jaleco	0	Big Wave Surfing	Acclaim
	EBRUARY	3527 WEST WEST	0	NBA Hoopz	Midway	0	Bloody Roar 3	Hudson
1	Action Man		0	Project Eden	Eidos	0	C-12	Sony
2	Arc the Lad Collection •	3 3	0	Seven Blades	Konami	0	Crash Bandicoot 4	Konami
3	Batman Racing		0	Tiger Woods PGA Tour 2001	EASports	0	Dance Dance Revolution: Disney's Rave	
4	Blaster Master: Blasting Again		Market Name	IARCH		3	Dance Summit 2001	Enix
5	Burstrick Wake Boarding		0	Age of Empires II	Konami	0	Dark Native Apostle	Hudson
6	Dance Dance Revolution •		0	Dark Angel: Vampire Apocalypse	Metro 3D	0	Devil May Cry	Capcom
7	Disney's Aladdin	Sony	(Driving Emotion Type-S	Square/EA	0	Drakan	Sony
8	Hot Wheels Xtreme Racing		0	Gauntlet Dark Legacy	Midway	(3)	Dropship	Sony
9	NASCAR Racers	Hasbro	0	Giants	Interplay	0	Eternal Blade	Mattel
10	Nicktoons Racing	Hasbro	0	Gran Turismo 3	Sony	(1)	ESPN Winter X-Games Snowboarding	Konami
11	Superman	Titus	0	Gunslinger	Activision	0	Everquest	Sony
12	Rescue Heroes Molten Menace	Mattel	a	MTV Music Generator 2	Codemasters	1	Evil Twin	Ubi Soft
13	Triple Play 2002	EASports	0	Off-Road Thunder	Activision	0	Extermination	Sony
N	TARCH ? ?	NALTH I	0	Onimusha: Warlords	Capcom	0	Final Fantasy X	Square/E
14	Alone In the Dark: The New Nightmare	e Infogrames	(3)	Quake III Revolution	EA	0	Final Fantasy XI	Square/E
15	Digimon World 2 •	Bandai	0	Ring of Red •	Konami	0	Formula X	Interplay
16	Fly! 2001	Take 2	Ø	Roadsters Trophy	Interplay	0	Galerians 2	Crave
17	Legacy of Kain: Soul Reaver 2	Eidos	0	Rock and Roll Racing	Interplay	0	The Getaway	Sony
18	Mat Hoffman's Pro BMX	Activision	0	Shadow of Destiny	Konami	a	Gravity Games: Biking	Midway
19	Monster Force		ā	Sled Storm 2	EA	0	High Heat Baseball 2002	3DO
20	Toy Story Racer		29	Star Wars: Super Bombad Racing	LucasArts	0	Kessen 2	EA
21	V.I.P.		1	Star Wars: Starfighter	LucasArts	o	King's Field IV	Agetec
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12	Inspector Gadget	to de No auscouldida	0	WipeOut Fusion	Sony	0	Kuri Kuri Mix	Agetec
28	Jimmy White's Cueball 2		Ø.	The World is Not Enough	EA	0	Legacy of Kain: Soul Reaver 2	Eidos
24	Roswell Conspiracies		0	Zone of the Enders	Konami	0	Legion	Midway
			_		2001	0	The Lost	Crave
25	Bomberman Land	The state of the s	35	Arctic Thunder	Midway	6	Lotus Challenge	Interplay
28	Dragon Warriors VII •		9	Goemon	Konami	0	Metal Gear Solid 2: Sons of Liberty	
44	Pragon warriors vii •	LIIIX	U	GOEMON	Mondill	W	metal dear solid 2: Sons of Liberty	vousumi

Kelly Slater's Pro Surfer

1	Mobil Suit Gundam •	Bandai
(1)	Ultimate Fighting Championship	Crave
4	Unison	Tecmo
0	WinBack	Koei
A	PRIL	
1	Championship F-1 Racing	BAM
4 3	Cool Boarders 2001	Sony
•	Force of One	Interplay
(1)	Run Like Hell	Interplay
(1)	V'Room	Interplay
E	OSSIBLE IN 20	100
•	All Star Baseball 2002	Acclaim
•	Ape Escape 2	Sony
0	Arctic Thunder	Midway
0	Army Men: Green Rogue	3DO
400	Baldur's Gate	Interplay
-	Barbarian	Interplay
40	Beast Wars	BAM
	Big Wave Surfing	Acclaim
-40	Bloody Roar 3	Hudson
-	C-12	Sony
-	Crash Bandicoot 4	Konami
-	Dance Dance Revolution: Disney's Rave	Konami
(3)	Dance Summit 2001	Enix
0	Dark Native Apostle	Hudson
0	Devil May Cry	Capcom
0	Drakan	Sony
_	Dropship	Sony
	Eternal Blade	Mattel
	ESPN Winter X-Games Snowboarding	Konami
400	Everquest	Sony
0	Evil Twin	Ubi Soft
(3)	Extermination	Sony
(1)	Final Fantasy X	Square/EA
0	Final Fantasy XI	Square/EA

Sony

27 The Eagle Shooting Hero

6 Monster Rancher 3

Activision

Tecmo

Select Games



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•	Motor Mayhem	Infogrames	(28)	Dark Angel: Vampire Apocalypse	Metro 3D	70)	Vampire Chronicles •	Capcom
0	Munukuru	Interplay	(29)	Evil Twin		149	Virtua Cop 2 •	Sega
0	NBA Shootout 2001	Sony	(22)	Exhibition of Speed	Titus 6	(6)	Virtua Striker 3	Sega
•	NCAA Final Four 2001	Sony	(22)	Floigan Brothers	Sega	769	World Series Baseball 2K1	Sega
91	NCAA GameBreaker 2001	Sony	120	Gorka Morka		TI:	World's Scariest Police Chases	Fox
0	NHL FaceOff 2001	Sony	-25	Legacy of Kain: Soul Reaver 2	Eidos	6/	AME BOY COL	OR
92	No One Lives Forever	Fox	(28)	The Mummy			BRUARY	1.96
93	One Force	Agetec	(2)	Roswell Conspiracies		D	Action Man	THO
(g)	Portal Runner	3DO	28	Soldier of Fortune		ā		THO
95		Ubi Soft	(20)	Stunt GP		3	Batman Chaos in Gotham	Ubi Soft
96		THO	(30)	Unreal Tournament		Ď	ESPN National Hockey Night	
97			(30)	V.I.P.		_	Flintstone's Burgertime in Bedrock	
93		Titus	1			Ď	Hercules	Titus
99		Namco	(22)	Alien Front Online		=	Indiana Jones	THO
1		Acclaim	(80)	Aqua Panic	3-	Ď	Inspector Gadget	Ubi Soft
0		Konami	_			9	Lufia •	Crave
0		Sonv	(0.0)	Bomberman Online		=	Matchbox Emergency Patrol	Mattel
108		Rockstar	(86)	Buffy the Vampire Slayer	9-		Mat Hoffman's Pro BMX	Activision
•	**		(86)	Daytona U.S.A. Network Racing		_		Electro Source
0		Capcom	(96)		-	=	Microsoft Entertainment Pack	
		Sony	(32)			13	Monster Force	Electro Source
0	.,	Midway Enix	(94)	1944 The Loop Master Black & White		=		Konami THO
108		LucasArts	(86)		3-		,	
3			(88)	Brave FireFighters	5095	n n	Tech Deck Skateboarding	Activision
O	71	Sony	4.4	Charge 'N Blast	Juga	_	Trouballs	Capcom
		T.B.D.	(80)	Crazy Taxi 2	5-	_	ARCH	
0		Activision	-	Dee Dee Planet	3	=	Antz Racing	EA
0	•	Crave	(88)	Dragon Riders		19	Dragon Warrior III •	Enix
•			(84)	Dream Studio	9-	20	Mickey's Speedway U.S.A.	Nintendo
	•	Activision	(846)	Emergency Call Ambulance	3-	20	Playmobil Hype	Ubi Soft
115		Sony	(48)	Farnation	9-	22	Rocket Power	THQ
0		Ubi Soft	(40)	Fighting Vipers 2	9-	23)	The Simpsons: Treehouse of Horror	
0		Koei	946	Guilty Gear X		20	Sponge Bob Square Pants	THQ
		Activision	(86)	Gun Spike	3090	25	V.I.P.	Ubi Soft
	X-Men RPG	Activision	(80)	Gun Valkyrie	-	_	OSSIBLE IN 20	
	REAMCAST		51	Headhunter	3	20	Alone In the Dark: The New Nightmare	
3 -	EBRUARY		(82)	tilBleed	9	a	Card Heroes •	Nintendo
(1)	, ,	Ubi Soft	(88)	Jambo Safari	2	0	Castlevania II	Konami
(2)		Hasbro	(84)	Jet Grind Radio 2	*-3-	Ð	Command Master	Enix
(3)		Jaleco	(80)	King of Fighters 2000	3	0	Crusaders of Might & Magic	
(4)			(86)	Legacy of Kain: Soul Reaver 2		<u> </u>	Dino Crisis	Capcom
(8)		Capcom	(III)	Mr. Driller 2		32	The Legend of Starfie	Nintendo
(6)		Activision	(#)	NappleTale •	9-	3	Merlin	EA
(1)		Sega	(86)	Ooga Booga	3-	34	Monster Tactics •	Nintendo
(8)	PBA Tour Bowling	Bethesda	(86)	Planet Harriers	Sega	35	Phantom Zona	Nintendo
(8)	Peacemakers	Ubi Soft	(88)	Planet of the Apes	Fox	36	Pocket King	Namco
§ (10)	Phantasy Star Online •	Sega	(82)	Rent A Hero No. 1 •		3	Pokémon Crystal	Nintendo
(11)	Polaris SnoCross	Vatical	(81)	Roswell Conspiracies	Redstorm	38	Robin Hood	EA
(12	Project Justice •	Capcom	(84)	Samba De Amigo 2001	,	39	Roswell Conspiracies	Redstorm
(18	Shrapnel: Urban Warfare 2025	Ripcord	(86)	Seaman 2001 Edition •	Sega	40	Star Ocean: Blue Sphere	Enix
(14)	Stupid Invaders	Ubi Soft	(84)	Sega Bass Fishing 2	Sega	0	Tales of Fantasia	Namco
175	Worms World Party	Titus	(63)	The Seven Secret Mansions	Koei	42	The World Is Not Enough	EA
N	// ARCH		(66)	Shenmue Chapter 2		43	Wizardry	Agetec
(10	18 Wheeler American Pro Trucke	rSega	(88)	Sonic Adventure 2	Sega	44	Wizardry 2	Agetec
(11	Armada II	Metro 3D	(10)	Space Channel 2	Sega	45	Wizardry 3	Agetec
(18	Alone In the Dark: The New Nightmar	einfogrames	OFF	Toe Jam and Earl 3	Sega	45	WWF No Mercy	THQ
0		3						

PlayStation 2 tips

ARMORED CORE 2

Limiter Release

At any time during gameplay, hold R2 + L2 and press R3 (push the right analog stick into the controller). For the next 40 seconds, your Energy Gauge will not deplete no matter how much you use. However, after the period expires, you'll have no energy at all for another 50 seconds. You may repeat this as many times as you like.

DYNASTY WARRIORS 2

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Once unlocked, the BGM Test will appear under the "Sound" item at the "Options" menu, "Opening Edit" will appear within the "Options" menu.

Unlock BGM Test-L1, L1, L1, R1, R1, R1, L2, R2

Unlock Opening Edit-R2, R2, R2, L2, L2, L2, R1, L1

□. □. □. R2. R2. R1. R1

GRADIUS III AND IV

All Power-Ups At any time during gameplay, press START to pause the game, then enter any of the codes below. Each one will take effect immediately after pressing START again to unpause, Remember, these codes will only work if the "Game Level" setting in Option Mode is set to 3 or lower. Even then, you may only use either code a number of times equal to 1 + the number of stages you've cleared in your current game.

All Power-ups plus Laser-Press Up, Up, Down, Down, Left, Right, Left, Right, X, O

All Power-ups plus Double-Press Up, Up, Down, Down, Left, Right, Left, Right, D. A

MIDNIGHT CLUB

Unlock Smuggler's Run Buggy

First, start the game with a memory card containing a save file from Smuggler's Run. Next, at the "Vehicle Select" screen, the Smuggler's Run Baja Buggy will appear in the menu of cars to the left of the Taxi Cabs!

MOTOGP

Internet Ranking Password

At the main menu, select "SAVE/ LOAD," then select "RECORDS." Next, select "TIME TRIAL," Finally, hold L1 + R1 + L2 + R2 and press SELECT. A password will appear next to each time that you previously obtained in Time Trial. However, if you don't have any lap times obtained in Time Trial, no passwords will appear. You can use the password to submit your best times to Namco's official time attack contest on the Internet. The ranking submission page is located at http://www.namco.co.jp/home/cs/ps2/ motogp/ranking-world/.

NHL 2001

Hidden Players

At the main menu, select "Game Settings," then select "Rosters," then "Create Player." Next, select "Create Player" again. Under "General Information," change this new player's first and last names to any of the names below. If you entered the name correctly, a prompt will appear asking if you would like to create a new player like the one that already exists in the database. At this prompt press × and you'll find that all of the stats and information will be already filled in. Many of these hidden players have much better attributes than you would be provided normally by just creating any new player. ED BELFOUR

PAVEL BURE PETER FORSBERG DOMINIK HASEK IAROMIR JAGR **OLAF KOLZIG** JEAN-FRANCOIS LABBE NICKLAS LIDSTROM OWEN NOLAN SANDIS OZOLINSH CHRIS PRONGER DALE PURINTON PATRICK ROY GARTH SNOW KEITH TKACHUK TERRY VIRTUE JOHAN WITEHALL STEVE YZERMAN

ROR RI AKE

READY 2 RUMBLE BOXING: ROUND 2 Secret Codes

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code; if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the PlayStation 2 off, while others will only affect the first fight that takes place after the code is entered.

Unlock all boxers + special outfits -Press Left, Left, Right, R2, Left, Right, Right, R1, R1, R2. Press the Dutton to cycle through each fighter's different outfits.

Faster gameplay-Press Right, Right, Up, Down, Right, then R1 four times, then R2

Hyper speed mode-Press Left, Left, Down, Up, Down, Right, Right, then

R1 19 times, then R2. Christmas boxing ring-Press Right, Up, Down, Down, Down, then R1

eight times, then R2 Thanksgiving boxing ring-Press Right, Up, Down, Down, Down, then

R1 seven times, then R2. Halloween boxing ring-Press Right, Up, Down, Down, Down, then R1 six

times, then R2. Independence Day boxing ring-Press Right, Up, Down, Down, Down, then R1 five times, then R2.

Easter boxing ring-Press Right, Up, Down, Down, Down, then R1 four times, then R2. St. Patricks Day boxing ring-Press

Right, Up. Down, Down, Down, R1, R1, R1, R2, Valentine's Day boxing ring---Press Right, Up, Down, Down, Down, R1, R1, R2.

New Year's Day boxing ring—Press Right, Up. Down, Down, Down, R1.

See the Ending-Press Right, Right, Right, Down, R1, R2, then exit to the main menu if you're not already

Championship fight vs. Rumbleman-Press R2, Down, Right, Up. Left, then R1 six times, then R2, then R1, R1, R2, Zombie boxer-Press Left, Up, Right, Down, R1, R1, R2.

Big gloves-Press Left, Right, Up, Down, R1, R2.

Extra fat boxer-Press Right, Right, Up, Down, Right, R1, R1, R2. Extra thin boxer-Press Right, Right,

Up, Down, Right, R1, R2. Extra camera angles-Press R1 20 times, then R2, then R1, then R2, then R1 21 times, then R2, then R1 18 times, then R2, then R1 nine times, then R2, then R1 14 times, then R2, then R five times, then R2, Left, Right, Up, Down, R2. Unlike the above codes, you'll hear an explosion and the word "RUMBLEI" when you enter this one correctly. Now start a game and press START to pause: you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons

Instant Rumble Mode

At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter: Level 1-R1, R2, Down, Up, Up, Left, R1, R1, R1, R2

Level 2-R1, R1, R2, Down, Up, Up, Left, R1, R1, R1, R1, R2 Level 3-R2, R1, R1, R2, R1, R2, R1,

R1, R1, R1, R2, Left, Right, Up, Down These codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter is staggering and about to fall

RIDGE RACER V

Opening Intro Effects

During the opening intro where Ai Fukami is walking on the track, press either L1 or R1 to cycle through various effects that alter the appearance of the screen

Analog Brake/Accel./Steering Display First, make sure you're using a Dual Shock 2 controller and that its red analog light is on. Now, at any time during gameplay, hold SELECT for three seconds and a display will appear that measures how hard you're braking, accelerating and turning. Ppress SELECT again to turn the display back off.

SMUGGLER'S RUN

Secret Codes

At any time during gameplay, press START to pause, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. All codes will take effect immediately after you press START again to resume gameplay. For the speed up/down codes, the entire speed of the game will increase or decrease: you can enter each one up to three times for an increased effect, For the "Wizard of Oz Mode" code, any ambient vehicles you hit will have zero gravity: watch them float away! Invisibility-R1, L1, L1, R2, L1, L1, L2

Speed up-R1, L1, L2, R2, Right, Right, Right Speed down-R2, L2, L1, R1, Left,

Left, Left Real world gravity-I1 R1 R1 R1 I2 R2

Wizard of Oz Mode-R1, R2, R1, R2, Up, Up, Up

Secret Codes

At the "Select Mode" screen, press to enter the options screen. For all of the codes below, you must hold L1 + R1 + L2 + R2 while inputting each button combination. You'll hear a special sound effect after entering a correct code. The "Read all hints" code causes all of the applicable hints to appear in succession during the loading screen that appears before you start a race (instead of one random hint being displayed).

Unlock all venues, boards, outfits, characters-Down, Left, Up, Right, X, $0 \wedge 0$

Maximum attributes for all characters-X, X, X, X, X, X, X, Running Mode— \square , \triangle , \bigcirc , \times , \square , \triangle , \bigcirc ,

Read all hints--O. X. O. X. O. X. O. X

SWING AWAY GOLF Unlock Extra Golfers

At the main menu, press L2, R2, L2, R2, Up, Right, Down, Left, L1, R1. You'll hear a special sound effect after entering the code correctly. Next, when you start any new game, three additional golfers will be avail-

THEME PARK ROLLER COASTER

Unlock All Items This code will make all the items in the park available to you, whether you've researched them or not: At any time in the middle of gameplay, press Up, Down, Up, Down, Left, Up, Down, Up, Down, Right, Repeat this sequence nine times in total.

Everything Free This code will make every item you buy cost nothing: At any time in the middle of gameplay, press Left, Down, X, O. Repeat this sequence nine times in total.

255 Golden Tirkets and All Roller Coaster Awards

This code will effectively give you an unlimited number of Gold Tickets: At any time in the middle of gameplay, press Up, Down, Left, Right, O. Right, Left, Down, Up, O. Repeat this sequence five times in total.

X SOUAD Ultimate Code

At the title screen, press O, O, O, O, △, □, □, □, □. A graphic will appear at the top of the screen to confirm. Next, select "New Game." You'll start with all of the game's weapons and tons of items.

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Nintendo 64 tips



At the "Flik's Journey" screen, hold C® and press the R button. Now point the analog joy-stick to the Right and you'll see that the entire game has been unlocked, allowing you to start at any stage.

Extra Tracks & Vehicles Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold L + R + Z on Controller 2. When the title screen ap pears with the words "Push Start" flashing in red, quickly tap Up on the D-pad and the C® button at exactly the same time (also on Controller 2); you must also be sure to releas those two buttons at exactly the same time. Finally, press START or A on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller Press the R button repeatedly at the vehicle select screen to change the color of the N64

controller to red, green, blue, black or yellow Turbo Start At the starting line, hold the A and B buttons When the announcer says, "5et, Ready, GO!" release the B button just before he says "GOI" This gives you a speed boost at the tart of the race. Turbo Boost

During a race, hold the A button to acco ate, hold Z and point the joystick hard Left or Right, then release both buttons and quickly press A again. This is a difficult trick to pe form, but if you do it successfully, you'll hear a sound and you'll get a burst of speed.

When you turn the game on, wait for the Video System and Paradigm Entertainment logos to disappear, then enter the following code as soon as you see the planes flying the introduction sequence: Up. C®. Left. C® Down, C®, Right, C®, L, R, Z. You'll hear a sound to confirm that the code has been entered correctly. Next, choose "Main Game" from the Game Mode menu; a stage select menu will appear, allowing you to practice any stage. The save options are deactivated when this code is in place, so your regular ame scores won't be affected Secret Character: Map Map

Wait for the words "Press Start Button" to ap pear on the title screen, then press C®, C®, C®, C®, C®, C®, C®, C®, C®. At the "Pilot Select" screen, you'll find a new character called Mao Mao who pilots an F-15 Note: You may have already gained access to Mao Mao if you co tipued more than three times in the Tokyo stage

Secret Character: Spanky To access another secret character, you must

complete the following requirements:

1) Earn more than 170,000 points by the end of the Pacific Ocean stage, this will allow you to play the first bonus stage, "Mar Landing".

2) Clear the Tokyo, Pacific Ocean and Air Battle stages in less than 1,400 seconds; this will allow you to play the Desert stage during day

3) If you clear the daytime Desert stage, you'll access the second bonus stage, "Shuttle De-

4) If you clear the "Air Landing" and "Shuttle Defense" bonus stages, you'li enter the third bonus stage, "Goliath Defense," after the

Fortress level 5) If you clear the "Goliath Defense" bon stage, you'll enter the fourth bonus stage, "Space," after the Antarctic Ocean and Ice Cave levels

6) If you clear the "Space" bonus stage, you'll be able to access Spanky, an X-29 pilot.

NES: PROJECT S W. A.R.M.

From the main menu, select "Options," then select "Cheats." Next, select "Enter Cheat" and enter any of the following codes at the screen that appears. You'll see a special message appear after entering a co rrect code Note: After entering any of the first six codes, the corresponding cheat must be turned on at the Cheats menu for the effect to take place.

Invincibility-G O D L Y All weapons-LOADED Unlimited ammo Fast run-5 O N I C Pen and ink mode—S K E T C H Y All missions—S K I P P Y

Female Trooper (Multiplayer only)-G O D D E All above cheats-GOLDENPLE Hive Guard Bug (Multiplayer only)-L E G G Y Volcano Guard Bug (Multiplayer only)-R U B Egypt Worker Bug (Multiplayer only)-C L A

Hive Worker Bug (Mult player only)-U G L Y

Unlack All Missions & Helicopters At the main menu, select "Password," Then press R, C@, Right, Up, A. When you start a campaign, all of the missions and helicopters will be available to you.

Cheat Codes Choose "Input Code" from the main menu, then enter any of the following passcodes to get different effects. M M L V S R M---Max. Ammo N S R L S-All weapons DRVLLVSM M--Mini mode T H D T S T-Display programmers' debug info PLSTRLVSVG—Play as Plastro GRNGRLRX--Play as Vikk T N S L D R S-Play as Tin Soldier Level Passwords Spy Blue-TRGHTR Bathroom-T D B W I Riff Mission-MSTRMN Forest-TLLTRS Hoover Mission—S C R D C Thick Mission—S T P D M N SCRDCT now Mission-B L Z Z R D Shrap Mission—S R F P N K Fort Plastro—G N R L M N Scorch Mission—HTTTRT Showdowm—Z8TSRL

Living Room-H X M S T F The Way Home-V R C L N

Sandbox---HTKTTN

Kitchen-PTSPNS

Enter these codes from the "Input Code" screen under the main menu. You'll hear a special sound effect and the name of the code will appear on the screen after entering it cor

Play as Vikki-GRNGRLRX Play as Plastro-PLSTRLVSVG Tin Soldier-T N M N Mini Mode-DRVLLVSMM

Enter these codes from the "input Code" screen under the main menu. You'll hear a special sound effect and the name of the code will appear on the screen after entering it cor-

rectly Bridge—FLLNGDWN Fridge—G T M L K Freezer—C H L L B B Inside Wall—C L S N G N Graveyard—D G T H S -FRNKNSTN Tan Base-B D B Z Revenge—L B B C K Desk-DSKJB Bed-GTSLF Town-S M L L V L E Cashier-C H R G T Train-N T B R T Rockets-R D G L R H-FSTNL

Pinball WHSWZRD

nlock Classic Asteroids, Credits, Relentless Mode

At the main menu, hold L and press CO. CO. C®, C®, A, C®, C®, C®, C®, START. Classic Asteroids and Credits should appear immediately, and Relentless mode will appear under "Single Player Game." Unlock Cheat Menu

At any time during gameplay, press START to pause, then hold L and press C®, C®, C®, C®, C®, B, A, C®, C®, C®, C®, START. Extra options pause menu.

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage; just plop some eggs into Leaky the bucket he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles

to spell out the code words as follows * Enter "CHEATLOTSOFGOESWITH MANYBANJOS" to earn infinite lives.
• Enter "CHEATANENERGYBARTO GETYOUFAR" to max out the capacity of your energy bar at eight honeycomb pieces.

• Enter "C H E A T D O N T B E A D U M B O

G O S E E M U M B O" to earn infinite Mumbo • Enter "CHEATNOWY DUCANFLY HIGHINTHESKY" to earn infinite red feathers.
• Enter "CHEATAGOLDENGLOWTO

PROTECTBANJO" to earn infinite gold

· Enter "CHEATGIVETHEBEARLOTS O F A I R" to have infinite air when underwa

· Enter °C H E A T B A N I O B E G S F O R PLENTY OFE G G S" to earn infinite eggs. For each code, you will hear a "Moo!" sou when you enter the first five letters: if you do not hear the "Moo!" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully. Bottles' Bonus Codes

Enter Ban o's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the C⊕ button to enter the firstmera view. Now look directly at the nicture of Rottles on the wall: Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note. Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the

puzzles that release the codes. ■ Enter "BOTTLESBONUSONE" to give Banjo a big head

• Enter "BOTTLESBONUSTWO" to give Banjo big hands and feet Enter "BOTTLESBONUS THREE" to

make Kazooie big.
• Enter "BOTTLESBONUSFOUR" to make Ban o tall and thin • Enter "BOTTLESBONUSFIVE" to get

a tall, thin Banjo with big hands and feet.
• Enter "BIGBOTTLESBONUS" to acti-

 Fater "WISHYWASHYRANIO" to change Banjo into a washing machine. *
• Enter "N O B O N U S" to deactivate all active rodes

Enter the following codes at the "Cheat Codes" screen under the Options menu You'll hear a chime upon entering a correct code. A L L D L A K E S—All lakes available ALLDCASH-Extra money ALLDFISH-Extra fish in tive well BAGDSNAGS—No snags while fishing HEADADBIGA—Fisherman has a big

HYPERBOAT—Faster boat WHATADRAG—Slower boat RUBADUBDUB—Boat becomes a bath-I W I N I W I N-Win tournament

N O P E N A L T Y-No penalty for changing ures during tournament SUPERSTRING—Unbreakable ine H A P P Y F I S H-More acting fish MONDOFISH—Bigger fish FISHMAN-All fish have Al Lindner's head WHEREDFISH—A number will appear in the corner of the screen to indicate the num ber of fish in the area Below it, the weight of the biggest fish in that area will be displayed S U P E R L U R E—Adds the "Super Lure" to

STLLYSOUND—Silly sound effects

menu and enter any of the following cheat M S T S R V V-Invincibility CRSTLCLR—Invisibility LTSFBLLTS---Unlimited ammo LVERVR-Unlimited lives PLVRZM—Ali weapons FRGZ—Giant frogs randomly roam the

Choose "Input Code" from the Game Setup

T D Z—Queen Lords are replaced by toads W M N R S M R T R-Uninck Storm Ravens LTSLTSGNGS—Select any gang in Cam-

C D P L T-Run Story (allows you to view the entire story of the game) CJSKPFLGMH—Level code (play on State

Street in Chicago, IL)
C N C T H R T M—"Trippy mode" H V R L-"Hurl mode Special Weapons

During the game, collect three of the same kind of weapon power-up. Next, select that weapon and press A + B simultaneously to fire it. You'll get a "super weapon" effect that varies depending on which weapon you've collected

Secret Codes

Enter any of the following codes from the "Input Code" menu under the "Game Setup

All Weapons—R C K T S R D G L R Invulnerability—H P P Y H P P Y
Custom Gang Unlocked—T R D D Y B R R K S Brandon Gang Unlocked-N N K N H C K S Secret Level Unincked-W R D R B Leve Select 80DYS

IE: RISE OF THE BLACK DOGS

Enter any of the following codes as the Options Menu You should hear a sound indicat ing the code was entered successfully Free buildings—Hold Z, press A, B, A, B Free satellite—Hold Z, press B, C, C, C, A Infinite ammo-Hold Z, press L, R, L, R Infinite armor-Hold Z, press Up, Right,

Unlock all missions in Single Player Pilot or Commander Mode—Hold Z, press C®, C®, CO. CO. START

Cheat Menu Race on the Coventry Cove course in Champi onship mode until you see a barn on the right side of the road with two havstacks in front of it. Drive through the haystack on the left and you will smash a hidden crate with a picture of a flower on it; you'll also hear a voice say, "Groow!". Note that the crate will not be there unless you are playing in Championship mode. Once you've smashed the crate, finish the race; the words "Cheat Menu Activated" will appear at the Player Results screen. Now return to the main menu and access the Opons screen; you'll find a new option called "Cheats" at the bottom, Each item on the cheat menu must be "unlocked" before you can use it: you will unlock a new cheat each time you smash a flower crate in Championship mode. Some of these crates are very well hidden, so you're going to have to do a lot of searching to find them

Cheat Codes

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note, Use the D-pad to enter the directional commands, not the analog joystick Smart bomb—A, C⊕, C⊕, C⊕, Left

Restore health-Down, Up, Right, A, B, Left,

All artifacts—Up, C®, C®, Z, Up, Left
Dancing Adam—Down, Up, C®, Down, C®, COR

Bad Adam—C®, C®, A, C®, C®, Left Tall Adam—B, A, C⊕, A, C⊕, A Short Adam—Down, C⊕, A, Right, Z Kıil Adam—B, Left, C®, C®, Do Blouse cheat—Z, C®, C®, B, Left, C® Access all weapons—A, Right, C®, C®, C®, A,



Nintendo 64 tips

More powerful weapons-C®, C®, Up, Z, Z, Left, C0

Surreal Mode—C®, Up, Right, Right, C®, A, Left

Change Nearest Harvester into Mutant-C® Up, Z, Z, C®, Right Fat Legged Aliens—Left, A, Right, Down

Secret Stages At the main menu-the one that says "Adven ture/Battle/Custom/Options"-press the START button repeatedly, you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battleare available: "In the Gutter," "Sea "Blizzard Battle" and "Lost at Sea. Note: This is a very difficult code to enter, if you're not fast enough, it won't work.

A-MOVE 2: ARCADE EDITION

At the title screen-while the words "Press Start" are flashing-press L. Up. R. Down. You'll see a little guy appear in the lowe right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's to tally different from the normal "Puzzle

Character Select Start the game in Puzzle Game mode Wh the map screen appears, press Left, Left, Up, then hold Down, hold R and press L. A secret "Character Select" menu will appear Press Left or Right to change to a different character, then press A or STARY to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the char acter you chose.

Another World At the title screen-while the words "Press Start" are flashing-press B, Left, Right, B. You'll see a little guy appear in the lo right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's to-tally different from the normal "Puzzle

Game" setting

Secret Ontions Menu At the title screen-START Button" are flashing—hold the Z but-ton and press Right, Left, Up, Down, A, B, START (use the D-pad for the directional com mands, not the analog stick). A top-secret debug menu will appear; it features stage-se-lect, sound test and "Texture Mode" options (in Texture Mode 1, the Nintendo 64's p smoothing effects are turned off, which makes the graphics appear more "blocky.") There's also a "Score Attack Mode" setting turn this option on and see how many points you can score in two-minutes of non-stop ac tion (the game's Pause function is deactivated

At the character-select screen, hold the L but ton and press C®, C®, C®, C®, B, A. If per formed correctly, the screen should flash with a white light. Exit this screen by pressing B, then access the Options screen; you'll find a new menu item called "Secret Options" which allows you to change the characters' size, select the stage you'd like to fight in and more. Secret Characters

Each of the following codes can be entered at the character-select screen

Doctor Kiln-Hold the L button and press B CR. CR. CR. CR. A umo Santa-Hold the L button and press A

C®, C®, CØ, C®, B an-Hold the L button and press Up, Right, Down, Left, Right, Left on the D-

IGHTER SCULPTOR'S CUT

Surret Charact

At the character-select screen, enter any of the following codes, then highlight the hox and press the R button to reveal the char

acter you unlocked. With more than one of these codes in place, just keep pressing R at the "?" box to cycle through the secret char-

acters . Farthworm Jim-Hold the L button and press B, C®, C®, C®, C®, C®

-Hold the L button and press A, CP. A. CP. CR. CA Hold the L button and press B.

B, C@, C@, C@, C@

 High Five—Hold the L button and press C®. C®, C®, C®, B, A

Computer-Controlled Characters

At the character-select screen, highlight the CO, B, A, CO. The computer will take over your character, so just sit back and watch him or her fight

Debug Mode At the character-select screen, hold the L b ton and press A. R. A. R. A. R. CO. CO. CO. CD, CO, CD. Now start the game; when fighters appear, press START to pause and choose the "Exit" option. Instead of returning to the main menu, you'll be sent to a debu screen where you can choose your characte and the arena for your next battle. Choose your character with the D-pad and select a stage with the C® and C® buttons; you can even choose to start a battle in any of the smaller rooms that the fighters can get knocked into during play in the larger arenas

Select Any Mission At the title screen, press B, A, R, R, A, CD, Up, Down, A quickly. You won't get any speci signal to confirm the code, but if you don't enter it correctly, you'll have to reset the ma-chine to try again. Next, from the main menu, select "Replay Mission." At the screen that appears, press L; a list of all the missions in the game will appear.

At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows Golden Gate Park (lower-left corner)-Hold L

+ C@ + C@ San Francisco (lower-right corner)-Hold L +

CD + CD ndiana (upper-right corner)—Hold L + C® +

00

At the "Choose Car" screen, press and hold the C⊕, C⊕ and C⊕ buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press A. Z or START to confirm your choice Lights + Siren

Race in any stage until you reach the Top Ter high score table. Enter your initials, then p Down to move to the bottom of the list of high scorers and hold Left to make the co veyor belt move. Keep holding Left for over 30 seconds; you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus' lights or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerate button.)

Inlock Characters & Courses From the main menu, select "Play." Then, from the "Games" menu, select any game ex-cept Battle Mode Next, from the "Golfers" screen, press A to edit any golfer, then select "Edit Name" to change your golfer's name to any of the names below. You'll get immediate rrect code

confirmation after entering a correct Unlock alternate Liltiger—Proding y Unlock Marvin the alien—U f o

Unlock Kimmi-R a p p e r Uniock Starr—R e t Unlock Festus-G a I d d g r Unlock Desvis—D e I v i s Unlock Cindy-Instyle

Unlock Bobby-Brat Unfock Twfan-Cybertw Unlock Eagamer-Willi Untock Robert I c e

Unlock Bengal-Tigerrrr Uniock Traci—5 a f a r i Unlock Volcano course-S t h e l e n s

At the title screen-when the words "PRESS are flashing-press Up, CO, R, Right, Down, B. B. B. Co to warp to a one-player Demitron vs. Demitron battle

Boss Corles At the title screen-when the words "PRESS START" are flashing-enter either or both of the following codes to make the bosses avail-

able as playable characte Sonork-L, R, C®, C®, C®, C® Demitron-A, B, R, L, C®, C⊗

You'll hear a laugh to confirm each code; no you can choose the bosses at the fighter select

See the Endings

As above, enter one of the following codes at the title screen to see your favorite character's ending sequence

Aaron's Ending-Up, C®, R, Right, Down, R, R. CR a's Ending-Up, CO, R, Right, Down,

R, R, C® on's Ending—Up, C®, R, Right, Down, L. L. C®

Eve's Ending-Up, C®, R, Right, Down, R, R, OP Gore's Ending-Up, C@, R, Right, Down, R, R,

Nuki's Ending-Up, C®, R, Right, Down, R, R,

Scarlet's Ending-Up, C@, R, Right, Down, L L, C® Sonork's Ending-Up, C®, R, Right, Down, L,

L, C@ Zenmuron's Ending-Up, C®, R, Right, Down, 1.1.09

At the title screen-while the words "Push Start" are flashing-enter the following codes ising the D-pad, not the analog joystick Gouriki--- Up, Up, Down, Down, Left, Right, Left Right B. A

Reiji-A, B, Right, Left, Right, Left, Down Down, Up, Up You'll hear a voice to confirm each code. Now

start a game in "1P Battle" or "Vs. Battle mode; you'll find that Gouriki and Reiji are now available at the Player Select screen.

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released

To play as TT you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat he pre-programmed track record in a particu lar track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a partic ular track, a small T.T. Icon will appear when you select that track in Time Trial mode When you beat T.T. and earn this T.T. symbo ry single track, T.T. will appear as a playable character.

Magic Codes

Choose "Magic Codes" from the Options nu and enter any of the following codes Once the codes are in place, use the "Code List" option to turn them on or off Note that many of these codes only affect the "Tracks' mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*) ARNOLD—Big characters*

TEENYWEENIES—Small characters JUKEBOX-Music menu (appears under

"Audio Options") FREEFRUIT-Start with 10 bana 8LARRERMOUTH-Horn cheat (pression 7 will make your character speak instead of honking the horn)*

WHODIDTHIS—Display credits (when you exit the Magic Codes menu) 8YEBYEBALLOONS—Disable weapons NOYELLOWSTUFF Disable bananas BOGUSBANANAS—Bananas reduce speed

V/TAMINB—No limit to bananas BOMBSAWAY--All balloons are red (missiles)

TOXICOFFENDER-All balloons are oreen ROCKETEUEL - All halloons are blue (turbo)

BODYARMOR-All balloons are yellow OPPOSITESATTRACT—All balloons are rain-

FREEFORALL—Maximum power up (all balons give "level three" power-ups instantly) ZAPTHEZIPPERS—Turn off zippers DOUBLEVISION—Select same player (both

layers can choose the same character)* OFFROAD-Four Wheel Dr ve (better traction

JOINTVENTURE -Enable two-player "Adven-TIMETOLOSE-Ultimate Al (smarter computer

Cheat Password
Enter the following password to start on Level with all of the weapons in the TIL BDFW BFGV JVVB

With this password in place, press START to pause the game; you'll see a new option at the pause menu called "Features" This allows you to become invulnerable, boost you health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stageskip option; press Left or Right to change the name of the stage and press a C button to

warn there

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load press Left, Left, L, L, Right, Right, Left, Left. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've en tered the following additional codes (these must also be entered at the main menu):

. Invincibility On/Off-Press the R button seven times, then press Left . Monsters On/Off-Press L. C. Left, R. C.

Right, Left, Left All Items On/Off—Press R, C®, Right, L, C®, Left, CD, Right Level Select—Press L, L, L, C®, Right, Left,

Left C® option and you will find that all of the cheats have been unlocked

Enter any of the codes below at the title

screen when the words "Press Start" ing You'll hear a special sound effect after ng a correct code. First Person Mode-Down, Down, A, Z, Z, Left A

n Nukem Mode-Down, Down, A, Z, Z, Left. A vith infinite ammo 30-30—C®, C®, C®,

COD. L. R Start with infinite ammo Freezer-Down, Up, A. L. R. Z

Extra Multiplayer Characters Group 1—A, L, R, Left, B, Down, Up Extra Multiplayer Characters Group 2—B, A,

Extra Multiplayer Characters Group 3-L. L.

Up, Down, R, B, A Extra Multiplayer Characters Group 4-B, B, B R. Left. A

Extra Mutuplayer Characters Group 5-Right. 8, Left, L, A, Z Extra Multiplayer Characters Group 6-Up Down, B, A, A, Left

From the main menu, hold L + C® + C® and press START. If you input the code correctly the "Enter A Cheat Code" screen will appear Next, you can enter any of the codes below: Invincibility-M O W F R Transparent riders—X L U R I D E f

Debug mode-I M G O I N G N O W Odd color mode—R O T C O L S All stunts unlocked-TRICKSTER Big head mode—B L A H B L A H Invisible riders--- I N V I S R I D E R Mirror mode--- Y A D A Y A D A

Nintendo 64 tips



Night mode-MIDNIGHT Stunt bonuses-5 H O W O F Pinhead mode—PINHEAD

"Beat This!" enabled PATWELLS See team photo during "Credits" sequence-UGLYMUGS

At the vehicle select screen, press R to call up the control configuration menu. Highlight the "Name" option and press A, then enter any of the following code words as your name and press START to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again

ANT GRAV-Enter this code to turn the entire ourse unside-down

ARSENAL-With this code in place, you'll have an endless supply of weapon pick-ups BANANA—Enter this code to make the tracks

extremely slippery FERGUS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Fergus McGovern, director of Probe Entertain-

FISHEYE--Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video

GHOSTLY-Makes the course graphics semi-

MAGNIFY—Changes the in-game viewpoint resemble the view from a magnifying lens NITROID-Gives you an infinite supply of nitro

RASO-With this cheat in place, press START at any time during a race to pause, then select "Quit" from the pause menu. Instead of quit-ting the race, the game will act as if you finned the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first note position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race ROLLER—Changes all of the vehicles on the track into boulders

STEALTH-Makes all of the vehicles invis UGLYMODE---Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graph pear more "pixelated"

WIRED-Removes the texture-mapping so you can play the game with "wireframe" graphics XTREME Increases your vehicle's top speed XGTEAM—Enter this name, then press R again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them Start the race and the face of the person whose name you entered will appear on your bike

Cheat Codes

At the vehicle select screen, press R to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you en-tered, but you will hear a voice say, "Extreme!" to confirm. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it agair

2064-Changes all vehicles into WipeOut-style nanes

FLICK—Blurry graphics LINEAR-Wireframe graphics mode MISTAKE—Infinite special weapons

NOPANEL—Removes all timers, gauges and counters from the screen NEUTRON-"Tron" mode (alternate track

graphics)

N.TROID—Infinite Nitro boosts
PIXIE—Deactivates the Nintendo 64's "antialiasing" feature; this makes the graphics appear more "pixelated"

RA50-With this cheat in place, press START at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you fin ished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position, now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race. SPIRAL-Makes the screen rotate continuously during a race

SPYEYE—Overhead camera angle XCHARGE—Infinite weapon energy and shield

XXX-Increases your vehicle's top speed

Secret Codes Each of the following codes must be entered as follows Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press A. Next nighlight the "Edit Name" option and press A twice: the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. Important: You must press A when you are finished entering the name, if you press B, you will exit out of the "Edit Name" function and the driver's name will not be changed:

. Enter "MUSEUM" as the driver's last nam then exit to the title screen; you'll find a new option called "Gallery"

. Enter "CREDITS" as the driver's last name then exit to the title screen; you'll find a new ontion called "Credits"

 Enter "PANDORA" as the driver's last name. then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the ton of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.

 Enter "VACATION" as the driver's last name. then exit to the title screen. Choose "Start' select "Exhibition", "Time Trial" or "2 Player mode and select the "Courses" menu; y find a new course called "Bonus Track" that runs through a Hawaiian volcano.

• Enter "CHROME" as the driver's last name

then exit to the title screen. Choose "Start and access the "Drivers" menu in any game

 Enter "PYRITE" as the driver's last name refrier as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver"

Cheat Code

At the "Select Mode" screen, press L. Z. R. C® CO, CO, START; you'll hear a signal to confirm Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been un Incked Shrink Vehicles

At the "Select Machine" screen, press L+R+ C® + C®; all of the available vehicles will

Extra Difficulty Levels

At the Option menu, set the difficulty level to "Easy", then press Left 20 times; a "Very Easy" setting will appear. If you set the difficulty to "Hard" and press Right 20 times, a "Very Hard" setting will appear.

ecret Code Each of the following codes works at the For saken 64 title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the

same code again:

Turbo Crazy Mode—B, B, R, Up, Left, Down, CØ. C60

delic Mode-A, R, Left, Right, Down, CO CO CO Wireframe Mode-L, L, R, Z, Left, Right, C. CO

Gore Mode—Z, Down, C⊕, C⊕, C⊕, C⊕, C⊕, CO Stealth Mode—Up, Up, Up, Up, Right,

Down, C®, C® · Infinite Primary Weapon-A, R, Z, Right, C. C9, C9, C9

dary Weapon—B, B, Z, Left. Left, C®, C®, C®

 Infinite Weapon Energy—L, Z, Left, Right, Down, Down, CO. CO

 Infinite Titans—A, B, L, Up, Up, C⊕, C⊕, C⊕ . Infinite Solaris-B. L. L. Z. Up. Down, C.

· Kill Enemies with One Shot-B. B. B. L. R. Left, Down, Down Freeze Enemies—R, Z, Right, Right, C®, C®, OR CR

Cheat Codes

At any time during the game, press START to pause, then enter any of the following codes using the Chuttons

Level select—C®, C®, C®, C®, C®, C®, C®, C®, Open portals—C®, C®, C®, C®, C®, C®, C®,

Open levels-CO, CO, CO, CO, CO, CO, CO, CO,

Call ball—C®, C®, C®, C®, C®, C®, C®, C®, C® Checkpoints—C®, C®, C®, C®, C®, C®, C®, C®, CO

Infinite lives_CO CO CO CO CO CO CO

Control ball-CS, CB, CS, CB, CS, CS, CS, C

Infinite energy-C®, C®, C®, C®, C®, C®, CO CO Enemy ball—C®, C®, C®, C®, C®, C®, C®, CO

Low gravity-CO, CO, CO, CO, CO, CO, CO, CO, CS

Big ball-C®, C®, CØ, C®, C®, C®, C®, C®, C®, Fisheye-C0, C0, C0, C0, C0, C0, C0, C0 Camera rotate R-C®, C®, C®, C®, C®, C®, C®,

Camera rotate L-CO, CO, CO, CO, CO, CO, CO, C®, C®

Mad Garibs-C®, C®, C®, C®, C®, C®, C®, C®,

Death spell-C®, C®, C®, C®, C®, C®, C®, CE

Frog spell—C®, C®, C®, C®, C®, C®, C®, C®, C® Herryles_FR FR FR FR FR FR FR FR FR Speed up-C@, C@, CØ, CØ, CØ, CØ, C@, C@, C@ Boomerang ball—C®, C®, C®, C®, C®, C®, CØ. C@

Vanish ball—C®, C®, C®, C®, C®, C®, C®, CO

Froggy-—C®, C®, C®, C®, C®, C®, C®, C® Secret cheat-C®, C®, C®, C®, C®, C®, C®, C® All cheats off_C@ C@ C@ C@ C@ C@ C@

Note: Enter all GoldenEye 007 codes with the

D-pad, not the analog joystick Game Codes Enter the following codes at any time during

gameplay A message will appear in the lower left corner of the screen after entering a correct code

e Invâncibility 1) Hold L and press Down 2) Hold R and press C⊕

3) Hold R and press C® 4) Hold L and press Right 5) Hold L and press C® 6) Hold R and press C® 7) Hold L and press Right 8) Hold R and press Down

9) Hold L and press Left 10) Hold L + R and press C® e All Gu

1) Hold L + R and press Down 2) Hold L and press C® 3) Hold L and press C® 4) Hold L + R and press C® 5) Hold L and press Down 6) Hold L and press Co 7) Hold R and press C® 8) Hold L + R and press C® 9) Hold R and press Up 10) Hold L and press C® e Maximum Amm

1) Hold L + R and press C® 2) Hold R and press Up 3) Hold R and press Down 4) Hold R and press Down 5) Hold L + R and press C€ 6) Hold L + R and press Left

7) Hold R and press Down 8) Hold R and press Up 9) Hold L + R and press C® 10) Hold R and press Left

Easy Cheat Options

Choose a game file, then enter any of the following codes at the "Select Mission/Multiplayer" screen, if you have not previously earned any of these cheats through normal gameplay, a menu item called "Cheat Opwill appear the first time you enter one of the codes. At the Cheat Options menu, you can turn each individual cheat on or off. You can also enter these codes at the Cheat Options menu, but you won't see the new menu items appear until you back out to the previgus screen, then go back into Cheat Options.

1) Hold L and press Up 2) Press C® 3) Hold R and press Right 4) Hold L + R and press C® 5) Hold L and press Up 6) Hold R and press C® Hold L and press C® 8) Hold I + R and press C® 9) Hold L+R and press Up

10) Hold L and press C® Invin 1) Hold R and press Left 2) Hold L and press Down 3) Press Left 4) Press Up 5) Press Down 6) Hold R and pross (%) 7) Hold L and press CO 8) Hold L + R and press Left 9) Hold L + R and press Right 10) Hold L and press C® DK Mode

1) Hold L + R and press Up 2) Press C® 3) Hold R and press Left 4) Hold R and press Up 5) Press Up 6) Hold R and press Right 7) Press Up 8) Hold L + R and press €® 9) Hold L + R and press Down 10) Hold L + R and press C® · 2x Grenade Launcher 1) Hold R and press Down 2) Hold R and press Up 3) Press Right

4) Hold L + R and press C® 5) Hold L and press Right 6) Hold R and press Left 7) Press Left 8) Press Down 9) Press Up 10) Hold R and press C® · 2x Rocket Launcher

1) Hold R and press Right 2) Hold L and press Up 3) Press Down 4) Press Down 5) Hold R and press C® 6) Hold L and press Left 7) Hold L and press C® 8) Hold R and press Up 9) Hold R and press Down

10) Hold R and press C® e Turbo Mode 1) Hold L and press Down 2) Hold L and press C® 3) Hold L + R and press Up 4) Hold R and press C® 5) Press Left 6) Hold R and press Down

7) Hold I and press C® 8) Press Up 9) Hold R and press Down 10) Hold L and press Right No Radar [Multi]-1) Hold R and press Up

3) Press C@ 4) Press C® 5) Hold L and press Down 6) Hold R and press Up 7) Press C® 8) Press Right 9) Hold R and press Left

2) Press C®

10) Hold R and press Right • Tiny Bond-1) Hold L + R and press Down 2) Hold R and press Down 3) Hold L and press C®

4) Press Left 5) Hold R and press C® 6) Hold L + R and press C® 7) Press Right 8) Press Down 9) Hold R and press C® 10) Hold R and press Right

Nintendo 64 tips

 2x Throwing Knife 1) Hold R and press C® 2) Hold L and press Left

3) Press Up 4) Hold L + R and press Right 5) Press Right

6) Hold L + R and press C® 7) Hold L + R and press C® 8) Hold R and press Down 9) Hold R and press Left

10) Hold R and press C® · Fast Animat on-1) Hold L and press C® 2) Hold L and press C® 3) Press C®

4) Press CP

5) Press C® 6) Hold L + R and press Right

7) Press C® 8) Hold L + R and press Up 9) Hold R and press C® 10) Hold L and press Left

· Bond Invisible-1) Hold L + R and press C® 2) Hold L + R and press C® 3) Hold L and press C@ 4) Hold R and press C® 5) Hold R and press Right

6) Hold L+R and press Left 7) Hold L and press Right 8) Press Left

9) Hold I + R and oress C® 10) Hold L and press Down Fnemy Rockets 1) Hold L+R and press C♥ 2) Press CiO

3) Hold R and press C® 4) Press C® 5) Press C® 6) Hold L+R and press C® 7) Hold L + R and press Lin

8) Press C® 9) Hold R and press Un 10) Hold L and press Up

4 Slow Animat on 1) Hold L + R and press Left 2) Hold L + R and press Left 3) Hold L + R and press Down 4) Hold L + R and press Left

5) Prote Cli 6) Hold L + R and press Down

7) Hold L + R and press Down 8) Hold L and press Down 9) Press C®

10) Press C® • Silver PP7. 1) Hold L and press Left 2) Hold L + R and press Up

3) Hold L and press Right 4) Hold L + R and press Up 5) Hold L + R and press C® 6) Hold L + R and press Left 7) Hold L + R and press Down

8) Press C® 9) Hold L+R and press Right 10) Hold L + R and press Left Activate 2x Hunting Knife

1) Hold R and press C® 2) Hold L and press Right 3) Hold R and press Cd 4) Hold R and press Right 5) Hold L + R and press Right

6) Hold L + R and press Up 7) Hold L and press Down 8) Hold R and press Left 9) Hold L and press Right

10) Hold Land press C® Infinite Ammo 1) Hold L and press C®

2) Hold L + R and press Right 3) Press C® 4) Press C®

5) Hold R and press Left 6) Hold L and press C® Hold L + R and press Left

8) Hold L + R and press C® 9) Hold L and press Up 10) Proce COR • 2x RC-P90

1) Press Up 2) Press Right 3) Hold L and press Left 4) Hold R and press Down

5) Hold L and press Up 6) Hold Land press CR 7) Hold L and press Left

8) Press C® 9) Press C@ 10) Hold L+R and press Down

1) Hold L + R and press Right

2) Hold L + R and press Down 3) Hold L and press Up

4) Hold L + R and press Down 5) Press C® 6) Hold R and press Up

7) Hold L + R and press Right 8) Hold L and press Left 9) Press Down 10) Hold L and oress C®

1) Hold L and press Right

2) Hold L + R and press C® 3) Hold L and press Down 4) Hold R and press Left 5) Hold R and press Down

6) Hold L and press Right 7) Press C 8) Press Right 9) Hold R and press Right

10) Hold L+R and press Up . All Guns-1) Press Down 2) Press Left 3) Press C@

4) Press Right 5) Hold L and press Down 6) Hold L and press Left

7) Hold L and press Up 8) Press C® 9) Press Left 10) Press C®

Extra Characters in Multiplayer Mode Select a file and choose Multiplayer mode. (You must have at least two controllers p.ugged in to access this option) When the Multiplayer Options menu appears, choose "Characters," then enter the following code

at the Select Character screen. Hold L + R and press C® 2) Hold L and press C®

3) Hold I + R and press Left 4) Hold L and press Right 5) Hold R and press Down 6) Hold L + R and press C®

7) Hold L and press C® 8) Hold L + R and press Right 9) Hold L + R and press C® 10) Hold L and press Down

If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen.

During the game, press START to pause. At the "Paused" menu, quickly press C®, C®, C®, C®, C®. A new option called "Cheat" will appear. Highlight this option and press A to pear. Highlight this option and press A to bring up a "Cheats" menu; now you can acti-vate cheat options by entering the following codes quickly at the "Cheats" menu; God Mode (invincibility)—C®, C®, C®

Clipping (walk through walls)---Press C⊕ 20 times, then C® Visit (stage select)—C®, C®, C®, C®, C®, C®

Butcher (kill all enemies in the area)—C®, C⊕, C®, C®

Health (refill health)—C®, C®, C®, C®, C® Collect All Keys—C®, C®, C®, C® Collect All Artifacts---C®, C®, C®, C® cm cm

Secret Codes

Each of the following codes can be entered at the main menu to get the corresponding ef-fect before each race. Note that these button sequences must be entered very quickly to get them to register; you'll hear a signal to confirm each code if you're quick enough. Note that you can only have ONE of these codes active at any time: Race at night—C®, C®, C®, C®, C®, C®, C®, C®,

Mirror mode—Z, R, Z, Z, R, Z, Z, Z Unlimited Turbos-OB, Z, CB, CB, R, CS, Z, CO Transparent vehicles—C®, Z, Z, C⊕, C⊕, R,

C®, C® Transparent scenery—C®, Z, C®, C®, C®, Z, c⊕, c⊛

Passwords Highlight "Sign In" at the main menu and press Left or Right to access the Password option. Enter any of the following passwords to unlock different features.

PWDTST-Unlock all secret courses and se tret vehicles except "Tow Jam" T W J M—Unlock "Tow Jam" vehicle

At the title screen menu, press R + Z to access a cheat menu. Use the D-pad or joystick and the A button to enter any of the following codes; you should hear a signal when you press START to confirm each code. Once a code is in place, you can turn its effects on or off by pressing START during the game, you'll find a "Cheat Menu" option at the "Paused"

THEUNIVERSE—Allows you to access all of the

HAPPYHEADS-Unlocks all but one of the secret characters GOOFYGOOGOO-"Stime Mode" (all tracks

tCEPRINCESS-"Ice Mode" (all tracks are slip-

GOBABY-Gives you a maxed-out turbo 2TIMES—2X Turbo Mode (turbo boosts last

twice as long)
NONSTOP—"Roll Mode" (constant turbo) SWOPSHOP—Randomly switches the charac-ters' accessories (hair, glasses, spikes, etc.) ROLFHARRIS-Activates the black-&-white

Pencil Sketch" mode 2ROKTOO-Activates "Dark City" mode, in which the only lighting comes from the balls

MICROBALLS—Activates "Tiny Mode" TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super iumping, no grappling) JUMPAROUND—Level Select (a "Go To" op-tion at the "Paused" menu allows you to jump to any level at any time)

Secret Codes

At the main menu, select "Gold Cup." Next, select any empty file and enter any of the words below as your name at the screen that follows. For the "Gallery" code, a gallery of objects and tracks from the game will be displayed immediately after you enter the code correctly. You may press START at any time while in the gallery to return to the game. All Gold Cup cars-Y O U _ D A _ M A N Gallery-WOODY COOKIES

cheats menu will immediately appear

Cheats Menu At the main menu, press L, CO, L, CO. L. CO. C®, C®. If you input the code correctly, a

Bass Code When you turn the game on, wait for the demo to show one of the character biogra phies (where you see the vital statistics and character storyline). When this appears, press Z, A, R, Z, A, B. You'll hear a laugh to confirm the code. Now Gargos is a playable characte in all game modes except "Training" and "Fo-

cused Training"

Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies. When this appears, press Z, B, A, Z, A, L. You'll hear a voice say, 'Welcome!" to confirm the code. Now ac the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press Up or Down repeatedly to see the available hues; instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings.

More Bonus Options As above, wait for the demo to show one of the character biographies. When this appears, press Z R A L A Z You'll hear a voice say 'Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available. See the Credits

As above, wait for the demo to show one of the character biographies. When this appears, press Z, L, A, Z, A, R. You'll jump immediately to the game's ending credits sequence. Stage Select/Music Select

When playing in two-player mode, you can choose the stage you want to fight in by hold ing Up or Down when you press a button to sefect your character as foll-

Castle Stage—Hold Up and press B lungle Stage—Hold Up and press C® Spaceship Stage—Hold Up and press C⊕ Stonehenge Stage—Hold Up and press A Museum Stage—Hold Up and press C® Helipad Stage—Hold Up and press C® Bridge Stage—Hold Down and press B Dungeon Stage—Hold Down and press C® Street Stage—Hold Down and press C® Dojo Stage—Hold Down and press A Spinal Ship Stage—Hold Down and press C® The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows Sabrewulf Tune—Hold Up and press B Maya Tune—Hold Up and press C® Glacus Tune—Hold Up and press C® Tusk Tune-Hold Up and press A Fulgore Tune-Hold Up and press C® Orchid Tune—Hold Up and press C® Jago Tune—Hold Down and press B Gargos Tune—Hold Down and press C® T.J. Combo Tune—Hold Down and press C® Kim Tune—Hold Down and press A Spinal Tune-Hold Down and press C® Secret Stage

In two-player mode, have both players choose their fighters by holding Down and pressing C®; you'll fight in the secret Sky stage with Rare and Killer Instinct logos on the ground.

Bia Gloves Mode

In the middle of a game, press START to pause and press C®, C®, C®, C®, C®, C®, You'll hear a bell ring five times quickly. When you unpause the game, the boxers' gloves will be bigger Maarl Morde

In the middle of a game, press START to pause and press C®, C®, C®, C®, C® You'll hear a bell ring five times quickly. When you inpause the game, the boxers' heads will be

Cheat Codes

From the main menu, select "Build." Then, from the "Ruild Driver" screen select "New Racer." Enter the following codes as your name at the "Make License" screen Remember, after entering the very last letter, press Down on the D-pad instead of pressing a button. After entering a code, go straight to the "Build Car" screen and create any kind of car. As long as the driver with that name is still in your line-up of available racers, the code will he artive

Only red power-ups available—PGLLRD Only yellow power-ups available-PGLLYLL

Only green power-ups available-PGLLGRN Only grappling hook power-ups available-

Highest power-up level always active-MYPMY Faster game—FSTFRWRD

Car doesn't slow down on rough terrain-NSLWI Flying turbo boost always active-

FLYSKYHIGH Remove wheels from car—N W H L S Remove chassis from car-N C H S S S Remove driver from car-N D R V R Open mirror version of Rocket City Run-

Disable all cheats--- N M R C H T S

Unlock Worlds

While inside any level during the game, press START to pause. When the "Options" screen appears, hold Z and press R, B, A, B, A, C@, CO, CO, CO, CO, CO, CO, CO. A new option called "Unlock Worlds" will appear; set this option to "Yes" and you will be able to choose any world at the World Select screen. Note: If you can't get this code to work, hold Z and press any button at the pause menu then try entering the code again; this should dear up the problem.

Play as War Mech and Ichiro
When the "Parental Advisory" screen appears just after you turn the system on, press Down, Right, Up, Left on the D-pad or joystick; you'll ear a signal to confirm the code. Now Gar





the War Mech and Ichiro will be selectable at the character-select screen, just above The Executioner and Lord Deimo Play as Ned the Janitor

er the following code at the character-se lect screen

1) Highlight Koyasha and press START 2) Highlight the Executioner and press START 3) Highlight Lord Deimos and press START

4) Highlight Xiao Long and press Quick (A or B in the default control configuration) **Bunny Slippers**

Enter the following code at the character-se

1) Highlight Ragnar and press START. 2) Highlight Dregan and press START

3) Highlight Koyasha and press START. Now choose any character as usual. When the fight begins, both characters will be wearing pink bunny slippers. Switch Faces

Enter the following code at the character-se

1) Highlight Al-Rashid and press START 2) Highlight Takeshi and press START

3) Highlight Mordos Kull and press START. 4) Highlight Xiao Long and press START. 5) Highlight Namira and press START Now choose any character as usual. When the fight begins, your opponent will have your

character's face, and vice versa.

"Endless Tetris" Stats During a one-player game in "Endless Tetris" mode, press the A and B buttons simultane ously; you'll see the opposite side of the screen change from gray blocks to the normal playfield color. As you clear lines, colored bars will appear to indicate how many times you've scored a single, double, triple or Tetris.

Code Entry Screen At the main menu, hold L + R (or Z + R) and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Now you can enter any of the following codes to start at

different levels DEQ561G2-1st Camp, Hyrule Cup 5 V W 6 8 9 0 6—2nd Camp, Hyrule Cup

KPXWN9N3-This code unlocks a special tournament mode. The password that you earn when you finish the tournament is not a continue passcode; it's used for verification purposes in a contest sponsored by Nintendo Power magazine

If you come in first and earn the Gold troubin all four cups in the Mario GP 150cc mode you'll gain access to a new option that allowyou to race all 16 courses in reverse Course Ghosts

· Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you ill be challenged by the "course ghos Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press R at the title screen to show off your best time on the Mario Race way course

Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to

· Race on the Royal Raceway course in Time Trial mode until you get a total time o 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her.

Cheat the Computer

When playing in Adventure mode, you can temporarily take over any computer-controlled character to stop him or her from him ing stars or stealing yours. When you see that an opponent is getting close to a star, press START to pause, then press A to bring up the Settings menu. Choose "Controller Settings"

and change your character to the "COM" setting, then select the character who is close to getting a star and assume control of him or her Now you can force them to refuse stars from Toad or Big Boo, then switch back to your original character when you're done Earn Extra Stars + Coins

You can also use the "Controller Setting menu as described above to earn extra stars and coins when playing against computer-controlled opponents. When you're on the last turn of a game, connect controllers to al four controller ports (or use as many as you have) and assign any computer players to the extra controllers. When Toad tailies up what you've earned, he will include all of the stars and coins that were collected by any character that's not being controlled by the computer at the end of the game and add them to the cumulative totals that are stored in the cartridge's memory

From the main menu, select "Special Games, then select "Ring Tournament." Enter any of the codes below to participate in a secret cup: Blockbuster Cup-ARM6JQARU Bowser Cup-N 2 4 K 8 O N 2 P Donkey Kong Cup-M M 5 5 M Q M M J Luigi Cup-M 1 C 2 Y Q M 1 W Peach Cup-OF9XFQOFR Mario Cup-A 3 W 5 K Q A 3 C MarioTennis.com Cup--48HWOR482 Nintendo Power Cup-J 6 M 9 P Q J 6 U Waluigi Cup-L A 9 8 J R L A R Wario Cup-U O U F M P U O N IGN64 Tennis Cup-V 2 U F M P U Z M

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same co Slow down computer cars—C®, C®, C®, C®, Super speed—C®, C®, C®, C®, C®, C®, C®, C®,

Super jumping ability—Right, Right, Down, Up, Down, Left, Down, Down

Change vehicles-Down, Down, Up, Up Right, Right, Left, Left (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)

wing options become available

· Press all four C buttons simultaneously to make all of the vehicles on the track explo . Hold Z and move the D-pad to tilt or rotate the camera angle

. Hold Z and press L or R to zoom in or out . Hold Z and press CO to have the computer

. Hold Z and press C® to end the race with you in first place

"Name" Cheats When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects: you'll hear a signal to confirm and you'll be able to enter another name

Enter the name "MOGSLIFE" to give your self nine lives in Challenge Mode. Enter the name "3LIVES" to cancel this code

. Enter the name "ALLTANKS" and you'll always play with tanks in multi-player mode which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel

 Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

At the title screen-when the words "Pres-Start" are flashing-hold L + A + C@ + C® and press START to access a sound test menu

Secret Code

Enter any of the following codes at the sion select screen; you'll hear Ethan speak each time you enter a code properly • Turbo Mode—C@ 7 C@ 7 C@

Big Feet Mode—C®, R, Z, C®, C®
 Kids Mode—C®, C®, R, L, Z

Start with Uzi Sub Machine Gun—C®, C®, C%. C%. R

Start with Mını Rocket Launcher-R, L, C⊕, CO. CO

 Start with 9mm High Power Gun—R, L, C♥, CA CA

Start with 7.65 Silenced Pistol-C®, L, C®, CO CO

INSTER TRUCK MADNESS 64

Enter the following passwords at the "codes"

screen from the main menu-B R P 5—The Gut Bomb

C F F N Y N—Turbo mode WNT T—Unlimited missiles

J M-Gound textures become replaced by

"Jim's" face Y R D R—All trucks become lowriders ANASSAPRM - + DEC + CV32KC

Access all Expert courses

Choose "Options" from the main menu, high light the "Continues" option, hold Run Block (C@ + C@ in the default control configwation) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the re tions allow you to perform fatalities with just Secret Characters

To access Noob Saibot and Goro, you must first access the cheat menu as described above Next, enter one of the following codes at the character-select screen

 Noob Salbot—Highlight the "Hidden" op-tion at the bottom of the character-select screen, press any button to hide the cursor, then highlight Rerko and press Run + Block simultaneously

Goro-Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight nnok and press Run + Block simultaneously

Choose "Optrons" from the main menu and select "Password," then enter any of the following cheat codes.

"TDFCLT" for invincibility (you can still be killed by ceiling traps or long falls) • Enter "G T T B H R" for infinite lives

. Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory

· Enter "CRVDTS" to see the credits from the end of the game Fatality

When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward Down Forward + High Punch; Sub-Zero will punch his opponent's head off Combos

3 Hits-High Punch, High Punch, Low Punch 5 Hits-High Punch, High Punch, Low Kick, High Kick, Back + High Kick

6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick Starre Passwords Wind Stage—T H W M S B

Earth Stage—C N S Z D G Prison Stage—R G T K C S Water Stage—Z V R K D M Fire Stage—J Y P P H D

Bridge of Immortality—Q F T L W N Ohan Chi's Fortress—Z C H R R Y Note: With the "Z C H R R Y" password in

place, you can warp to Quan Chi or Shinnok by using the following trick: Allow yourself to be killed by the first enemy in the Fortress then—as Sub-Zero falls to the ground—hold A to warp to the battle with Quan Chi or B to fight Shinnok.

When the "story" screens appear during the game's demo mode, quickly press €, €, A, B, C♥, C♥, C♥. If you're fast enough, you'll hear Shao Kahn say, "Khameleon. Knameleon is a selectable character at the character-select screen

Play as Motaro

noose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert

Play as Shao Kahn Choose any character, hold High Punch + Low Punch and point the D-pad or joystick Down before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn Note This trick only works in certain stages, including the Rooftop and Pit 3

After playing 50 consecutive games in twoplayer mode, you'll get to play a hidden game that's similar to Pong. Hidden Game #2

Hidden Game #1

After playing 100 consecutive games in twoplayer mode, you'll get to play a hidden game that's smilar to Gala Hidden Game #3

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the Z button; if you do this, the winner of that match will get to play a hid game that's similar to Space Invaders. This game also appears if you play 150 consecutive games in two-player mode Stage Select

At the character-select screen, highlight Sonva, hold Up and press START, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose any stage to fight in Super Hard Mode

At the character-select screen, highlight Kano, hold Down and press START, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion plan starts with battles against Khameleon and Motaro-followed by a whopping eight endurance matches. Free Play

When the "story" screens appear during the game's demo mode, quickly press Down, Down, Up, Up, Right, Right, Left, Left on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play". which indicates that you can continue as many times as you wish

Secret "More Kombat" Menu When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's CO, B, A in the default control configuration) You'll hear Shao Kahn say "Outstanding!" Now press START to access the Kombat menu, then hold Up and press START When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon,

Secret "Kombat Cheats" Menu When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C®, C®, C®, A, B, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press START to a cess the Kombat menu, then hold Up and press START When the main menu appears, you'll find a new ontion with a red question mark, this cheat menu allows you to activate Free Play mode, disable the Fatality timer (niv-Ing you infinite time to do a finishing move), set one-round matches or turn the game's col-lision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parame-ters of your favorite fighter. When you attack, ox appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect the above code also activates the blue ques-tion mark menu as described above

ock Bonus Cars

To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Dues cars. If you don't want to take the time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs. Race" mode Choose "Ma-chine", then-when the car select screen appears-highlight one of the locked garages and press B; the word "Selected" will appear to confirm your choice. Both players can choose the Hannya or Dues in this mode; even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship", "Time Trial" or "Free Run" mode from the main menu and the Hannya or Dues you chose in "Vs. Race" mode will still be selected

Chose "One Player" from the main menu. then access the "New Name" option to enter your name as "A I 2 E Z 4 U ?". Note that this will not remain as your name if you enter the code correctly. Now start a new game with any level opponent and the computer will play at a super-fast speed. Fast Mode

then access the "New Name" option to enter your name as "2 FAST4 U" Note that this will not remain as your name if you enter the code correctly. Now start a game in one player mode; after a few minutes, you won't be able to keep up with the speed of the falling blocks

Choose "Enter Password" from the m menu and enter the code Left, Up, C®, C®, C®, C®, C®, C®, Down. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at

Secret Tracks

Enter any of the following codes at the "Choose a Track" screen:
• Flagstaff.—Hold the L button and press Left on the D-pad, then highlight "Mojave," hold

the Z button and press A. El Cajon-Hold the L and R buttons as press Up on the D-pad, then highlight "El Paso," hold the Z button and press A.

· Guadalupe-Hold the R button and press Down on the D-pad, then highlight "Vegas, hold the 7 button and press A

Music Mode

At the main menu, select "New Game," Then ou're asked for your name, ente MUSIC_ON (note the capital letters) as your name and select "End." A prompt will appear asking if you would like to enter the Music Mode. Once there, you can listen to any of the background music in the game

Enter the following codes at the "Secret Codes" screen

Hitting turbo gives Super-jump Hitting turbo give s Turbo—G O F A S T Throw papers backward—B A C K W A R D Throw papers straight ahead-FRONTS Throw papers at random angles—RANDOM Throw papers at 90° angles— Jumbled sounds—J U M B L E SIDES View all newspaper headlines when you start training mode—H E A D L I N E

Unimited health—I N V I N C Unlimited papers-NOBUNDLE Tiny paperboy—LITTLE
Near-sighted paperboy—M A G O O Uniock all levels—O B V I O U S ow down the game—W A K I N G

Speed up the game-R U S H Moon gravity (jump higher)—M O O N All non-animated objects scream—S C F Silly collision sounds—T H U N K Huge newspapers—5 U N D A Time clock is ignored—UNTIMED

Unlock all Puzzles in Puzzle University At the title screen, hold Z and press A, B, R, A A, B, R, A. You'll hear a special sound effect after entering the code correctly. Start from Lv. 50-99 in Marathon mode

At the title screen, hold Z and press B. A. L. L. You'll hear a special sound effect after e ing the code correctly

lock V-Hard Game Level At the "Game Settings" screen where you se-lect your Game Lever, hold Z and press L, L, A,

B. "V-Hard" will appear on the screen after entering the code correctly Unlock 5-Hard Game Level

At the "Game Settings" screen where you se ect your Game Level, hold Z and press R, L, A, B. "S-Hard" will appear on the screen after entering the code correctly Play in Mewtwo's Stage

When you start a two-player game, at the "Trainer Sefect" screen, hold Z and press B, Up, L, B, A, START, A, Up, R. The game will begin after entering the code cor rectly. Ash will be Player 1 and Mewtwo will

Unlock all Trainers When you start a two-player game, at the "Trainer Select" screen, hold Z + L + R on Con troller 1 and Controller 2 at the same time. A the trainers will appear after entering the

code correctly

Debug Menu

Choose "Load" from the main menu: if you have a controller pak with Quake saves, press B to exit to the password screen; if not choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ qqqq"; you'il get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and much

Multiplayer Codes

Choose "Start" from the main menu, then select "Single" and "Load". If you have a controller pak with Quake II saves, press B to exit to the password screen; if not, choose "Do Not Use" to get the password screen, Now enter any of the following passwords, then press B to back out of the single-player menus and start a game in multiplayer mode to see

53TC OOLC OLOR \$???—Changes the back-

S3T1 NF1N 1T3S H0T5—Infinite ammo S3TL OWGR V1TY ????--Low gravity

From the main menu, select "Quick Star then enter the password "FZJFTMR2G8R Q" at the following screen and press A. If you entered it correctly a level select screen will

Whenever you have only one grenade of any type remaining, you can use this trick to give yourself 255 more First, hold down Z to get ready to throw your last grenade. When the eter on the screen fills completely, let go of Z then immediately hold it down again. You must do this before the "Throwing Grenade" meter fills up. Keep Z held down and in a few seconds your grenade stock will be 255

RAMPAGE WORLD TOUR Stage Select At the main menu or character-select screen

hold the L button and all four C buttons for about three seconds until you hear a signal Now start the name. When the name of the first city appears, use the D-pad or joystick to warp to any stage. (You may have to press the A button first to bypass the Rumble Pak message.) Press Left or Right to change cities and Up or Down to change countries; you can even access the secret levels.

Choose "Password" from the man menu and enter any of the following codes to unlock extra characters:

S M 1 4 N--Unlock George 4 V R S-Unlock Lizzie L V P V S-Unlock Ralph

N 0 T 3 T-Unlock Myukus B 1 G 4 L-Unlock Purple Myukus

S R Y 3 D-Unlock Noobus

Note that you can only have one of the three alien characters unlocked at any given time. Cheat Menu

Enter the password "B V G G Y", then access the Options menu, you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

Unlock All Cars & Tracks

At any time during a game, press B, A, Z, Z, B, A, CO. You'll hear a special sound effect after entering it correctly.

Access Special Classes + Unlock All Boxers Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode You'll be able '> begin the championship at the specified class with all of the boxers available to

B R O N Z E-Bronze Class (In Arcade Mode Kemo Claw is also unlocked) S I L V E R-Silver Class (In Arcade Mode,

Kemo Claw and Bruce Blade are also un-Incked)

G D I D-Gold Class (In Arcade Mode Kemo Claw. Bruce Blade and Nat Daddy are also un-

C H A M P-Champ Class (In Arcade Mode, at oxers are also unfocked) Change Costume Colors

At the boxer selection screen, press €® + €® simultaneously to change the currently seected boxer's colors Change Cornerman's Voice

The cornerman's voice is usually randomly picked, but you can choose it at the boxer se lection screen by holding C® and pressing a direction on the D-pad before selecting your boxer You'll hear a special sound effect when you press the D-pad.

C® + Up-Irish accent C@ + Left-New York accent

C€ + Right-African-American accent C® + Down-Hispanic accent

From the main menu select "Load Game " then input any of the codes below. You'll automatically return to the main menu after entering a correct code.

Invincibility—Down, Down, Down, Down, Left, Left, Left, L. R. R. L. C. C. C. Lett, Lett, Lett, Lett, L. N. K., L. C. S., CO. Infinite Ammo—Up, Up, Up, Up, Right, Right, Right, Right, L. R. C. E., C. S. Play as Hunk—Up, Down, Lett, Right, Left, Lett, Right, Right, L. R. C. S. D. C. C. S. Play as Tofu—Up, Down, Left, Right, Left, Left, Right, Right, L, R, C®, C®, C®, C®

From the main menu, select "Grand Prix." Then, play the Stage 1 course (Ridge Race) Novice). When the race begins, turn your car around immediately and run into the wall that was behind your car. If you're going about 60 mph or above, you'll drive right through it and race through a mirrored version of the course. Win the race on this mirrored course and you'll obtain the secret Caddy Car, which has the highest top speed of all the cars in the game.

Enter the following codes at the main menu You'll hear a special sound effect to confirm each code Unlock all levels and fast bikes-C®, C®, C®,

CRIRCOZ Unlock Scooter level--CD, CD, CD, CO, CO, L

Unlock Cop Mode-Z, CG, CG, CG, Z, L, R, CG

At the Driver Select screen, press Z to rename your character to any of the names belo Note the upper and lower case characters and spaces. You'll hear someone say "Congratula-tions!" after entering a correct code Anyway-Race circuits in any direction Gimme ALL-Unlock all cars and circuits. astBUCK5—Start with \$250,000 EasyMoney-Start with \$1,000,000.

unlacked in the Ontions menu. "Setup" Menu Cheats

Chapper-Different camera angle Extra rez-High resolution setting becomes

Choose "Setup" from the main menu, then enter any of the following codes at the Setup

 50 Lives—Press Up, Up, Down, Down, Left, Right, Left, Right, CØ, CØ, CØ, CØ Level Select—Press Down, Up, C[®], Down, CO, CO, Down, CO; you'll automatically return to the main menu. Choose "Setup" again and you'll find a new option that lets you 'Game Boy Mode"-Press Up, Down, Right,

C®, Down, Up, Left, C®, Up, Down Demo Mode—Press Left, Right, Up, Down, C®, C®, C®, C®, Left, Right, Up, Down, C® C®, C®, C®, Left, Right, Up, Down, C®, C®, C90, C90

Instant Power-Ups

At any time during the game-not while paused-you can give yourself power-up items and weapons on demand. Just enter one of the codes shown below; do them quickly for best results. This can only be done live times in each stage

Shield-Down, Left, CO, CO Two-Way Weapon—Up, C®, Up, C® Three-Way Weapon—Right, Right, C®, C® Four-Way Weapon-Down, Down, Up, C® Radiation Spray—Up, Down, C®, C® Speed Up-Left, Left, Right, Right, C& ower Weapon-Down, Right, Down, Right, CD

ENTER BUILDING HAVIN Secret Codes

During gameplay, press START to pause, then

enter any of the codes below. You should hear a confirmation sound indicating the code was entered successfully All vehicles-Up, Down, Z, R, Left, Up, Down,

Left, Down, Down Heavier rocket—Up, Right, Right, R, Right, R, Z. R. R. Up

Low friction-Up, R, R, Left, Z, Z, Down, Left, Up, Right Low gravity-Z, R, Z, R, Down, R, R, Right,

Super Grab Field-Down, Left, Right, Z. Down, Right, Down, Down, Down, Left Super Speed-Z, Right, Down, Up, Down, R, Up, Down, Left, Up

Circuit Password + Secret Car Choose "Circuit" from the Start Game menu, select "Just Play", then access the "Enter Code" option at the Circuit menu and enter the following passco

RDPSKG514G59F G92WVCQY0DRDQ

Now choose "Continue Circuit" at the next screen to race on "Track 5 Backward & Mirrored;" when the race starts, intentionally allow the timer to run out. You will be credited with a circuit victory. Now exit the Circuit mode and start a game in any mode. When the track-select screen appears, press the Z button four times, you should hear a signal to confirm the code. When you advance to the car-select screen, you will find a new vehicle, the "Team Rush" Formula 1 racer Secret Alcatraz Track

First, enter the Circuit Password and earn the circuit trophy as explained above. With that code in place, enter "One Race" mode and follow these instructions: 1) At the Select Car screen, hold C®, press Z,

release both, tap Left on the D-pad, then press B three times to return to the main

2) Choose "Setup;" at the setup screen, hold C®, press Z, release both, tap Up on the Doad, then press B to return to the main menu 3) Choose "One Race" again; at the Select Track screen, hold C®, press Z, release both, tap Right on the D-pad, then press A to ad-vance to the Select Car screen 4) At the Select Car screen, hold C®, press Z,

release both, tap Down on the D-pad, then



the L button, then the R button; you'll hear a signal to confirm the code. Now press B to return to the Select Track screen, where you'll find that Track 7 is now available "Select Car" Screen Cheats

Each of the following codes works at the "Se lect Car" menu

 To change the height of your car, hold €®, press C®, release both, hold C®, press C♥. Re peat up to four times for different heights To change the size of your vehicle's front

tires, hold Co, press Co, release both, hold CO, press CO Repeat the code for different

 To change the size of your vehicle's rear tires, hold C®, press C®, release both, hold CO, press CO. Repeat the code for different tire sizes · To start your vehicle on fire, hold C® and

press Z four times; enter the code a second time to put out the fire, and again to return the vehicle to normal

• To change your car into a mine, press C⊕, C⊕, Z, C⊕, C⊕, Z, C⊕, C⊕. To change the color of the fog in the game,

hold Z and press C® three times; repeat the code to get different colors nera Angles While driving with one of the two "external" camera angles, hold the L button and press

Up or Down on the D-pad to change the distance between the camera and your vehicle Drive at Night

Drive at riight During the game, press START to pause and choose "Options" from the pause menu. Highlight the "Fog" option and cycle through the different settings by pressing Left or Right. If you hold all four C buttons, you'il see placed with a new option called "Foggy Night."

SCOOBY-DOO! CLASSIC CREEP CAPERS

At any time during the game while you are in control of Shaggy (but not at the inventory screen or pause menu) enter either of the following codes using the C buttons and the D

Infinite Courage Meter—Hold L and press C®, C®, C®, C®, C®, Up, Right, Down, Left, Up, Left, Down, Right, Up, Down. Skip to the Next Episode—Hold L and press

C®, C®, C®, C®, Up, Down, Up, Down, Right, Left, Right, Left.

Cheat Code

At the main menu-the one that caus "Start / Lesson / Option"-carefully enter the follow ing code: Press Down, Up on the analog joy stick, then Down, Up on the D-pad, then C® C®, L, R, Z, then Left on the D-pad, C®, Up on the analog joystick, B, Right on the D-pad. C®, START; you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character Singhin, three secret courses (Quicksand Valley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

BOARD KIDS 2

Cheat Code

At the title screen, carefully enter the follow ing code: Press Z. B. C. Down on the D-pad. Left on the analog joystick, Right on the analog joystick, Up on the D-pad, R, Z, A. This code unlocks the secret characters, the secret courses and a new "Special" board style in the Board Shop

Choose "Enter Cheat" from the main menu and enter the passcode "BOBBYBIRD" adds a new selection called "Cheats" to the main menu and the "paused" menu. The cheats menu allows you to become invincible, skip stages, access all weapons, unlock all of the characters in multiplayer mode and more.

SPACE STATION SILICON VALLEY

Alternate Introductions When the DMA logo appears at the begin ning of the game, hold the A button to change the logo animation to a slightly differ ent sequence. Hold the B button instead for a longer logo scene

Stage Select At the Bank Select menu, enter any of the following codes to unlock the game's levels. Note: You must enter the codes quickly-and use the D-pad, not the analog stack Unlock all Euro Eden levels-Up, Down, L. Z.

Down, Up, Z, Down Unlock all Arctic Kingdom levels—Up, Down,

Z, L, Down, CD, Z, Down Unlock all Jungle Safari levels—Up, Down, L,

Z, Down, C®, Z, Down Unlock all Desert Adventure levels—Up, wn, L, Z, Down, Left, Z, Down Unlock "Big Celebration Parade"--- Up. Down

L, Z, Down, Right, Z, Down Unlock secret shoot-'em-up level-Down, Up, Z, L, Down, Left, Z, Down

Choose "Tournament" from the main menu

When the "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter the passcode "RRTANGENTABACUS" by holding the Z button and pressing L to select each letter. Note that this procedure is the same as choosing letters with the A but-ton; if you hold Z and select letters with L, your code will appear in much smaller letters in the lower eft corner of the screen Also, you must complete the code by continuing to hold Z as you highlight "END" and press L: the etters "OK" will appear in the corner of the screen if you've entered a code properly With this code in place, release Z and enter your initials. Next, start a race and pres-START to pause. At the pause menu, press Left, Down, Right, Up on the D-pad; a new option called "Game Cheats" will appear. At the "Game Cheats" menu, use the joystick and D-pad to highlight the different options and change their parameters. You can make vourself invincible or "mirror" the track at this screen or even adjust the parameters that the game uses to determine when a collision will destroy your vehicle. Highlight "Edit Vehicle Stats" and press A to access another menu that allows you to tweak the performance of every vehicle in the current race. Also, if you set the "Debug Level" option to anything but , you can also use the following comm at any time during a race

 Hold Up on the D-pad to fast-forward . Hold Down on the D-pad to reverse at high

speed · Press Right on the D-pad to self-destruct . Hold Left on the D-pad to make your vehicle

. Hold Z + Left on the D-pad to see an x-ray

view of the current screen (this also works at the menu screens after and between races Special Control Scheme

Using the procedure described above under Cheat Menu", enter the passcode "RRDUAL" at the "Please Enter Your Initials" screen and remember to choose "END" with the Z and E buttons to get the "OK" signal This code changes the game to allow you to use the analog joysticks on two controllers to dr your pod racer. Pressing Up on the joystick propels you forward, press Down to steer. The controller ports are assigned as follows

Player 1, left pod: Controller 1 Player 1, right pod: Controller 3

Player 2, left pod: Controller 2 Player 2, right pod: Controller 4

Note that the controls may not work properly if you plug the extra controller(s) in after the game has already been turned on For best re-sults, make sure you have all of the necessary controllers connected to the N64 before you turn the machine on.

Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features A C E-Higher difficulty

B L A M E U S-Group shot of developers C H I C K E N—Access bonus leve-CREDITS—See the game's credits

D E A D D A C K-Unlocks all stages at the Se-DIRECTOR-Enables "Showroom" menu at the Options screen

F A R M R O Y-Unlock Millennum Falcon at the "Select Your Craft" screen LG LV E LI P-Infinite lives KOELSCH—Changes the V-Wing into an

M A E S T R O-Enables the "Concert Hall" option at the "Showroom" menu

RADAR Alternate radar

TOUGHGUY-Finish levels with 0.00 com pletion time, all friendly saves and bonuses

T I E D U P-With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press lie to access the TIE Interceptor

Unlock Naboo Starfighter

Choose "Passcodes" from the Options menu. Enter the code "H A L I F A X ?" and select "Enter Code," then enter the code "! Y N G W I E I" and select "Enter Code" again You won't get any confirmation that the codes have been accepted, but the next time you're at the "Select Your Craft" screen you'll see that the Naboo Fighter from Star Wars Episode I: The Phantom Menace has been per-manently added to the list of available ships. See Developers' Heads Choose "Passcodes" from the Options menu

Enter "HARDROCK", "BERGLOWE" or "WUTZI" and select "Enter Code." If you start a game and then return to the title screen, you'll see that Luke's head will be replaced by one of the developer's heads

Enter your name as " Wampa Stompa or use the "Rename" option to change you name to this. Note that there's a snare notore "Wampa" and two spaces before "Stompa, and that the "W" and "S" are the on y letters that are capitalized. Now start the game and enter any stage. During the game, press Left on the D-pad While continuing to hold those buttons down, point the ana og joystick slightly to the left—not all the way to the left—and hold it there until you hear a sound. After you hear the sound, point the analog joystick slightly to the right—not all the way the right-and hold it there until you another sound. Repeat the process with the analog stick to the left again, then again to the right, and once more to the left; you should hear a sound to confirm at each and at the end of the procedure, a cheat menu will appear at the top of the screen in pink letters. (Now you can release all of the buttons!) Use L and R to scroll through the different cheat codes and press A, B or START to activate the one you wish to use as follows: Get all stuff (weapons, items)

- 50 lives · Sleepy villains (press Up on the analog joystick to change the message to "Villains are sleepy," now all of your enemies are frozen place and won't attack you. Press Down to
- Kill Đash · Teleport (to another location in the current
- stage) (Skip to) Next level
- · (Restart) This Level
- (Return to) Previous Level
- Wall Ghost (Press Up on the analog joystick to turn this option "on;" now you can walk into walls and go right through locked doors. Press Down to deactivate)

You'll notice the new item at the pause menu called "Game Secrets," check this out to find some additional cheats that you can use in certain stages; one of them gives you a fi three-dimensional mapping system Finally, with this cheat code in place, if you choose "Quit" from the pause menu and return to the stage-select menu, you'll find that all of the game's stages have been unlocked Play as X-Wing or TIE Fighter

Play through the Skyhook Battle stage until you reach the Skyhoox station. Once you're given control of the Outrider, change the camera angle until you have a view of the Outrider from behind. Next, press START to pause, then hold Left + L + R + Z + \mathbb{C} + \mathbb{C} + + C®, with all of those buttons held down, press Up and Down on the joystick to change your ship to an X-Wing or Imperial TIE Fighter

At the Select Event screen, Press CO. A prompt will appear that will allow you to enter any of the codes below You'll get con-firmation from the announcer after entering a correct code If the code is incorrect, the a

nouncer will say something negative, like

"That just can't be fun " N 0 C R 4 S H--The bixes never crash

B 1 G B 1 K 3 S—The bixes are big

G 1 4 N T 5-Glants on mini-bikes M 3 R C V R Y—Mercury gravity

V 3 N V S-Venus gravity M 0 0 N-Moon gravity M 4 R S-Mars gravity

JVP1TER—Jupiter gravity S 4 T V R N-Saturn gravity V R 4 N V 5—Uranus gravity

N 3 P T V N 3-Neptune gravity P L V T 0-Piuto gravity

H 0 P-Add nop button M O R 3 C 4 M S--Extra camera modes N 0 R 1 D 3 R S—No riders on bikes H 3 4 D L 3 S S—Headless riders

B L O C K M 3-Opponent riders get in your N 0 0 F F T R 4 C K-No more off track 1 P P 1 N G 0 K—No more getting reset

B 1 G S P R 4 Y-Bigger dirt spray Super Cheat Code

Super Creat Code

At the main menu—the one that says "New
Game," "Load Game," etc.—press C⊕, C⊕,
C⊕, c⊕, you'll hear Clark Kent say "This looks
like a job for Superman!" to confirm the code. Now you can enter the following codes at any time during the game.

To skip the current level, press START to

pause the game, then press C⊕, C⊕

To refill your energy meter, press START to pause the game, then press Z, R

. To refill your super-speed ability, press START to pause the game, then press R, Z To refill your freezing breath ability, press
 START to pause the game, then press Z, L

To refill your heat vision ability, press START to pause the game, then press R, L For super punching ability, press START to

pause the game, then press L, Z

At the main menu, enter the following code using the D-pad (not the analog joystick): Left, Left, Right, Right, Up, Down, Left, Right, Up. Up. Down, Down, Down, Down, A new menu item, "Cheats" will appear After ente ing this menu, you can press Right and Left to cycle through the different lists of stages.

At any time during gameplay, press START to the game, then hold down L and enter any of the codes below You'll see the text on the screen shake from left to right upon entering a correct code. You may have to restart a game or back out to the main menu to see some codes' effects.

Slow motion—Down, Down, C⊕, C⊕, Left Fast motion-Right, Up, Down, Down, Up,

High speed-C®, Left, C®, C®, Up, Down, Right Add "Skip to Restart" menu :tem—C®, C®,

C®, Up, Down 10 point stats—C®, C®, Left, Up, C® 13 point stats-C®, C®, Left, Up, Down

Score x10-Down, Right, Up. Right, Up. Left. ca. Obtain all tapes—C®, Left, Up. C@, C@, Right.

Perfect balance—C®, C®, Left, C®, Right, Up.

Girl's picture-C®, C®, C®, C®, C®, C®,

Each of the following codes can be activated by highlighting different options at the main menu screen and pressing the Z button at each one. Each time you enter a code corectly, you'll hear a sound and a smiley face will appear at the bottom of the screen. Unlock first bonus car—Highlight "Credits," hen "Versus," then "Setup," then "Champi-

then "Versus," then "Setup," then "Champi-onship," then "Versus," then "Versus" again, orising, then "versus," then "versus" again, pressing the Z button at each stop.

**Unlock second bonus car—"Championship,"
"Credits," "Versus," "Setup," "Versus,"
"Championship," "Setup," then "Credits"

 Unlock third bonus car—"Versus," "Versus,"
 "Championship," "Credits," "Championship," "Versus," "Championshrp," "Credits,"
"Setup," "Versus," then "Setup"
• Unlock all cars—"Credits," "Credits," "Ver-



Nintendo 64 tips

sus," "Credits," "Setup," "Championship," "Championship," "Championship," "Versus"

• Skip to Season 4—"Versus," "Champi-"Championship," "Credits," "Setup," onship. "Setup," "Championship"

"Setup," "Championship." "Championship," "Credits," "Versus," "Versus," "Versus," "Credits," "Credi

its," "Championship"

• Skip to Season 6—"Credits," "Setup," "Ver "Championship," "Championship," "Credits," "Championship," "Versus,'
"Setup," "Championship," "Credits," "Setup,

Cheat Codes Each of the following codes can be entered at ny time during the game, but it's best to do them slowly and deliberately while you're at the menu screens before the race

· Access all cars (except bonus cars)-A, Left Left, C®, A, Right, Z · Access All Tracks (except Mirror Tracks)-A

Left, Left, Right, Down, Z Access Mirror Tracks—Right, Up, Left, C♥

Right, Down, Z Access Milk Truck—Down, A, Right, Z, Right Un C® Access Helmet Car-Up, Up, Z, B, A, Left,

Left Access Ice Cube Car—C®, Up, B, Right, A C®, A. Right

 Access Beach Ball Car—B. B. A. Left, Left, C®. A. Right

Enter any of the codes below at the main menu. You may disable a code by entering it a second time. For the Hi Res Mode code, an expansion pak is required.

Hi Res Mode-C@, C@, Left, L. J. ntoxicated Al Cars-C®, C®, Right, Right Down

No Damage or Failures-L, Z, START, Up, Up Bouncy Cars—C®, C®, R, Up, Left Award 100,000 Sponsor Credits in support

van-L, Z, START, L, L Award maximum Championship Points in support van-L, C®, Left, L, L

Repair all car damage in support van-L, Z, R

xic Waste Dump—C®, C®, R, L, Up Volcano Valley-CO, Z, R, L, Down Giant Car-R, C®, R, Left, Up Monster Tires—C®, C®, Right, Down, Up Cylinder Tires—C®, Z, Right, Down, Right Wobble Tire-R, CØ, START, Down, Z

Level Select At the main menu, press Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down You must use the analog joystick for the code to work. You'll hear a special sound effect after correctly entering it. When you start a new game, you'll be able to select any level

"The Big Cheat"

"Enter Cheat" menu, input the code "NTHGTHDGDCRTDTRK". This activates nearly all of the cheats in the game as well as allowing you to warp to any stage or "boss" battle.

Choose "Cheats" from the main menu, then enter any of the following codes for different effects. Once you've entered a code, the Cheats menu will give you the option to turn

that code's effects on or off. H E E E R E S J U A N—"Juan's Cheat"

A A H G O O—"Zach Attack Cheat"

BEWAREOBLIVIONISATHAND-Unlocks all cheats

Secret Passwords

From the main menu, select "Secrets." Then, select "Enter New Secret" at the screen that follows. Here you may enter any of the passwords below Because the password system uses only images, here are the words we'll use to describe each of the password characters are as follows, going left to right

1st row: Elk (Green), Lizard (Blue), Dragonfly (Red), Frog (Yellow), Horse (Magenta), Bull 2nd row: Bear (Orange), Bird (Magenta), Bug (Teal), Fish (Green), Bird (Purple), Wolf (Blue) 3rd row: Coyote (Light Purple), Owl (Yello Cougar (Pink), Snake (Red), Rabbit (White),

Invincibility---Bird (Purple), Fish (Green), Eagle (Green), Bear (Orange), Lizard (Blue), Rabbit (White)

Owl (Yellow), Bear (Ora Owl (Yellow), Bug (Teal), Bird (Purple), Owl (Yellow)

Unlim ted Ammo-Fish (Green), Elk (Green), Bull (Teal), Snake (Red), Eagle (Green), Fish All Keys-Lizard (Blue), Dragonfly (Red), Bull

(Teal), Bear (Orange), Wolf (Blue), Eagle Play Chapter 1-Frog (Yellow), Elk (Green Horse (Magenta), Dragonfly (Red), Wolf

(Rive) Rabbut (White) Play Chapter 2-Owl (Yellow), Owl (Yello Horse (Magenta), Elk (Green), Elk (Green), Elk

Play Chapter 3-Owl (Yellow), Rabbit (White). Bear (Orange), Bug (Teal), Frog (Yellow),

Cougar (Pink) Play Chapter 4—Bear (Orange), Horse (Magenta), Bird (Purple), Eagle (Green), Horse (Magenta), Coyote (Light Purple) Play Chapter 5—Bear (Orange), Dragonfly

(Red), Horse (Magenta), Bear (Orange), Frog (Yellow), Elk (Green) Headless -Lizard (Blue), Elk (Green), Eagle

(Green), Owl (Yellow), Fish (Green), Horse Brg Heads-Cougar (Pink), Wolf (Blue), Snake

(Red), Rabbit (White), Lizard (Blue), Coyote (Light Purple) Big Hands and Feet-Lizard (Blue), Lizard

lue), Dragonfly (Red), Horse (Magenta), Lizard (Blue), Coyote (Light Purple) Skinny—Horse (Magenta), Eagle (Green) Snake (Red), Cougar (Pink), Bug (Teal), Fish

Shorty—Frog (Yellow), Frog (Yellow), Fish (Green), Bug (Teal), Wolf (Blue), Cougar (Pink) Deathmatch Mannequins-Snake (Red), Bull (Teal), Snake (Red), Frog (Yellow), Bear (Orange), Elk (Green)

Gasping—Dragonfly (Red), Bull (Teal), Rabbit (White), Fish (Green), Eagle (Green), Bird (Purnle)

Gouraud-Lizard (Blue), Fish (Green), Bug (Teal), Fish (Green), Wolf (Blue), Dragonfly (Red)

Menu Madness-Rabbit (White), Owl (Yel low), Horse (Magenta), Bug (Teal), Bear (Orange), Bear (Orange) Clean Screen-Rabbit (White), Owl (Yellow)

Lizard (Blue), Elk (Green), Fish (Green), Rabbit (White)

Credits-Elk (Green), Elk (Green), Elk (Green), Elk (Green), Elk (Green), Elk (Green) Pen And Ink-Cougar (Pink), Horse (Magenta), Elk (Green), Fish (Green), Cougar (Pink), Bird (Magenta)

Cheat Codes

Choose "Passcode" from the Options mer and enter any of the following codes to get ent effects:

A_MOON_GETAWAY—Reduce gravity LIVING_FOREVER—Invincibility MIX_MATCH_CARS--Allows multiple players to choose same vehicle, and to choose

vehicle belonging to enemy gang in two player Quest mode MISSILE_ATTACK-Enhanced miss I_AM_TOUGH_GUY-Hardest diffi-

GO REALLY SLOW-Slow motion

MAX RESOLUTION-Ultra high-res

FIRE_NO_LIMITS-No weapon delay LEVEL SHORTCUT-Unlocks Sand Fac-

tory and Secret Base lev GANGS UNLOCKED-Unlocks all vehi-

G I M M E _ D A _ A L I E N--- Unlocks flying TBT7CFD1LRMGW-Unlocks every

thing POPULATION_OUT—After entering this code, select Arcade mode Select a loca-tion, then choose your player. At the "Choose Enemies" screen, change the number for each enemy to "-"; this will eliminate all of the enemies. Press A to accept and start the game.

LONG_SLIDESHOW-After ente this code, select "Game Status" from the Op tions menu and highlight any of the unlocked characters. Press A to activate an uninterupted slide show for all of the characters. Once you activate the slide show, you cannot back out of it unless you switch off the N64.

Select "Options" from the main menu. Make sure the cursor is on "Game Status press A twice. Next, press the L and R buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings code, press A again immediately after entering the code. For the "Unlock Ultra rez" code, you can switch to the Ultra resolution via the menu that appears while the game is paused. Unlock all characters-LLA_KCOLNU

Invincibility—ELBICNIVN Max stats-LLA DORTOH Unlock Ultra rez (requires expansion pak)-

GO MAX REZ Faster firing rate-RAPID_FIRE Slower gameplay-GO_SLOW MO Higher suspensions—JACK_IT_UP Faster cars—MORE_SPEED Heavier cars-GO RAMMING Quick start in Arcade Mode—QUICK_PLAY Play alone in Arcade Mode-HOME_ALONE Hover higher-HI CEILING No gravity—NO_GRAVITY Big wheels—GO_MONSTER Watch all endings---LONG MOVIE No wheel attachment icons-DRIVE_ONLY Super missiles-RLAST_FIRE

Select

Attract enemies-UNDER_FIRE

Enter any of the following passwords at the Pay-Per-View Password screen: P L Y H D N G Y S-Hidden wrestlers unlocked CBCKRMS—Special area select CHT4DBST—Quest cheat enabled DPLGNGRS-Doppleganger select en-

same cars in multi-player-

N G G D Y N L N—Test Case 1 unlocked PLYNTRCLSC-Classic Nitro setting PRNTMMNTM—Momentum print en-

PRNTSTM N—Stamina print enabled M K S P R C W S-Bionic created wrestlers y K h # J \$ = J Q L m F s--World War III @ K c X K F = W ? j ^ p F--Starrcade r J P m B 6 I f M I k \$ B-Superbraw t d ^ p K R m Z · < y L—Halloween Havoc M S K D L T L R Y-Thursday Thunder (Ente the "Hidden wrestlers unlocked" password 2 J J h K X d J F m 4 k B-Uncensored PPV

Mode unlocked @ J H k f y I B w f Q Q F-Spring Stampede

Change Floor Graphics

Play the game in Practice mode and complete all 16 practice rounds. Once you've done this the main menu screen will have a red back ground. Now access the Options menu; you'll find a new option called "Floor," Highlight this option and press A repeatedly to cycle through the different floor textures: when play a new game, the image on the floor will be the one you chose Vew Puzzle Piece:

After completing all the practice rounds, achieve a rating of "OK" in Classic Mode, Pro Mode and all of the different game types in the Challenge and Handicap modes. (The game icons will flash green after each success ful completion.) Once you've done this, the main menu screen will have a green back ground Now select any mode of play except Practice. In the sub-menu for each game more you will see a blue water bubble iron Press A to change the bubble into a rul duckie; this allows you to play with new oddly shaped pieces, including triangles, shorter walls and large blocks.

these codes at the title screen. You must enter each one quickly before the screen fades out. You'll hear a gunshot sound effect just as the main menu appears if you've per-

formed the code correctly. Unlock Trial mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, hold C@ and press START.

Unlock Max Power Mode-L. CO. CO. CO. C®, C®, C®, C®, C®, L+START. Unlock all characters in Versus mode-Up, Down, Down, Right, Right, Right, Left, Left,

Left, Left, hold C® and press START

Main Menu Cortes

Each of these codes can be entered at the "Game Select" menu; the screen will flash green to confirm proper code entry. To deacrate a code, just enter it again

Unlock Piranha II team-Hold L + R + Z and press C®, C®, C®, C®, C®, C®, C® Unlock Velocitar track—Hold L + R + Z and press C®, C®, C®, C®, C®

Power-up weapons—Hold L + R + Z and press C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕

Each of these codes can be entered during a race; the screen will flash green to confirm proper code entry. You can also enter these codes while the game is paused; if you do so, you won't see the green flash unt pause. To deactivate a code just enter it

Race doesn't end when timer expires-R + Z and press C®, C®, C®, C®, C®, C®, CR0. CR0 Infinite shield energy—Hold L + R + Z and press C®, C®, C®, C®, C®, C®, C®, C®, C®

Unlimited weapons-Hold L + R + Z and press CT, CT, CT, CT, CT, CT, CT, CT,

Unlock All Teams & GTZ Cars

At the team select meny in Championship mode, enter the following code on Controller 2 (using the D-pad, not the analog joystick); Z. Right, Z, Z, Z, B, C®, A, Right, START. Now all of the teams and their cars will be available. Unlock All Sydney Tracks

From the main menu, select "Championship," Next, select "New Game." enter "FROZEN SKY" as your name. When you exit back out to the main menu, all the Sydney tracks will be available

Top View ng game play, press Up, Up, Up, A, Left, A, A, A. The camera view will immediately

change after entering the code correctly,

At the main menu, press Right, Right, Left, Left, Right, Left, Right on the D-pad. You' hear a special sound effect after entering it correctly. Next, enter any of the following codes

Unlock Despair—C®, C®, C®, C® Unlock Bunny Despair—C®, C®, C®, C® Let Xena battle Gabrielle in Quest mode—C®, C®, C®, C®

Unlock "Titan" difficulty level—C®, C®, C®, Battle Codes

At any time during a battle, hold down the Target button (Usually A) and press Right, Right, Left, Left, Right, Left, Right on the D pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes: Invisibility—Strong Kick, Strong Kick, Strong Kick, Weak Kick, Target

ice Fighters-Strong Punch, Strong Punch,

Target Invincibility-Strong Punch, Strong Punch Strong Punch, Weak Kick, Weak Kick, Weak

Kick, Target One-Hit Kills-Strong Punch, Strong Punch Strong Punch, Weak Kick, Weak Kick, Weak K.ck. Jump

Big Heads—Crouch Big Feet-Jump

now Fighters-Strong Punch, Strong Punch, Crouch

Red Nose-Weak Punch, Weak Punch, Target Purple Nose-Weak Punch, Weak Punch, Crouch

Green Nose—Weak Punch, Weak Punch, Jump Icy Stage-Weak Punch, Weak Punch, Weak nch, Weak Kick, Weak Kick, Target Take Less Damage—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kirk Crouch

-007 RACING

At the title screen, press L1, R1, A, O, X. You'll hear a laughing sound effect after en-tering it correctly. Now you can choose the Aston Martin Vantage in Two-Player mode You must input this sequence very quickly for

the game to recognize it. In-Game Cheat Requirements Below you can find some requirements on

how to unlock the cheats that can be accessed within the "Cheats" menu under the main menu

"Gimme a Brake" Mission-Knock out all 11 fire hydrants and complete the mission.

"Ambush" Mission—Complete the mission

with at least 85% health intact "Survive the Jungle" Mission—Disable all three tanks and complete the mission.

"Air Strike" Mission—Don't enter any tents

that don't contain power-ups and complete the mission

"Escape" Mission-Complete the mission with

"Break Out" Mission—Complete the mission with 100% health intact "River Race" Missinn-Collect all Nitro and

TSP-6060 items and complete the mission.
"Download" Mission—Complete the mission with a perfect score.

"Submerged" Mission—Complete the mission with 100% health

ALEXI LALAS INTERNATIONAL SOCCER

From the main menu, select "Friendly Match." Next, move the cursor down to the team name at the next screen that appears. Then enter any of the following codes below. You'll hear a special sound effect after enter inn a correct code. When you unlock the first secret team, the "Secret" category of teams will appear among the names of continents at this screen. All the teams below will appear

within the Secret category Brazil 1970-R1, R1, R1, Right, Right Die Mannschaft—R2, R2, R2, Right, Right England 1966—L1, L1, L1, Right, Right All Time-L2, L2, L2, Right, Right Aus Asia Stars-R1, Up, Up, Right, Right Africa Stars-R2, Up, Up, Right, Right Oranje-L1, Up, Up, Right, Right Azzur-L2, Up, Up, Right, Right

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. For both codes, the new menu items will appear within the "Options" menu Unlock "Cheat Menu" menu rtem-O, Left,

Right, O, Up, R2 Unlock "Research" menu item—

, Up, Down, O. Left. R1

At any time during the game, press START to pause, then enter any of the following codes: Invincibility—Hold L1, press Down, Up, Left, Left, △, Up, Right, Down

All Weapons-Hold L1, press . O. Up. Down

Infinite Lives-Hold L1, press △, ○, X, □ Restore Health-Hold L1, press X, △, ○ See Programmers' Debug Info-Hold L1, press Down, Down, A

Stage Select—Hold L1, press △, Up, ×, Down (this code adds a stage-select option to the "Paused" menu as well as the main menu)

ARMY MEN! AIR ATTACK

Unlock all Copilots-Up, Down, Up, Down,

Up, Down, Up, Down Unlock bonus ending cinematic- Down, X, Down, Right, Right, Up, Up Mission 2—X, Down, Left, Left, □, ○, ○, Right Mission 4-Down, Down, , Left, Right, C Mission 5-Right, Right, X, O, Down, Up,

Down, Up Mission 7—□ ○, X, □, △, Left, Up, Right Mission 8-Right, Down, Left, Up, A. Down, Up. Down

Mission 9—O, O, Right, Up, Right, Up, X, X Mission 10-x, Down, Down, Down, Down,

X, Left, Right Mission 11—△, Up, ○, Down, □, Left, ×, Right Mission 12—Up, Up, △, △, Left, Left, ○, ○ Mission 14 (2-player)-Left, Down, Left,

Down, 🗆, O, 🗔 O Mission 15—🗀, Right, Left, O, O, Up, Down, 🗆 Mission 16-Down, Up, Down, Up, A, O, A, O

ARMY MEN: SARGE'S HEROES Unlock All Levels

At the main menu, hold L1 + R1 + [] and press Up, Down, Left, Right, After entering the code correctly, you'll hear a special sound.

All Weapons & Infinite Ammo
At any time during gameplay, press START to pause, then press [], O, R1, L1. You must press this button combination quickly, otherwise it won't work. After entering the code correctly, the words "Power Up!" will zoom out from the center of the screen.

ARMY MEN: SARGE'S HEROES Z

At any point during gameplay, press START to pause the game, then press [], O, L1, R1. Next, press START to unpause. If you entered the code correctly, the words "Invincible!" will appear on the screen All Weapons & Lots of Ammo

At any point during gameplay, press START to pause the game, then press [3, O, R1, L1, Next, press START to unpause. If you entered the code correctly, the words "Power Up!" will appear on the screen

BATTLETANK: GLOBAL ASSAULT

Enter any of the following codes from the "Input Code" screen within the "Game Setup" menu

All tanks on-THRTN All weapons on—SRTHMB Level Select on—BCKDR Lots of tank bucks on-DPPCKTS Brandon gang on-5 M 5 L G N G Cassandra gang on—N S T Y G R L

BEAST WARS TRANSFORMERS

During the game, press START to pause. When the word "Paused" appears on the screen, hold the L2 button and enter the folcode quickly: Up, Down, Left, Right, lowing code quickly: Up, Down, Left, Right △, X, □, START. Now your character's weapor will be more powerful than the standard

During the game, press START to pause. When the word "Paused" appears on the screen, hold the L2 button and enter the following code guickly: Up. Down, Left, Right △, X, X, △, Right, Left, Down, Up, START. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one

Unlock Secret Cheats

Enter any of the following codes at the main menu. You'll hear a special sound effect upon entering a correct code. Then, in the middle of gameplay, press START to pause and select "Cheat Menu" from the pause screen. From

here you'll be able to toggle on and off all the cheats that you've unlocked Unlock Infinite Weapons-Down, Right, Up, Left, L2, L1, R2, R1

Unlock Infinite Health-Left, Left, Left, Right, L2, L1, R2, R1

SOMBERMAN WORLD

Secret Passwords
Choose "Game Mode" at the main menu, then select "Normal Game" and access the 'Password" option. Now you can enter any of the following codes to unlock special fea-

3 6 3 6-Unlocks two extra stages in Battle

1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed

6 8 3 3--With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

BRAVO AIR HACE

At the main title screen menu, hold R1 + L2 on Controller 2 and rapidly tap the SELECT button (also on Controller 2) 20 times; you'll hear a signal to confirm the code. Now you'll new planes at the "Airplane Select" screen; an F-16 and a stealth fighter

BUGS BUNNY: LOST IN TIME

Unlock All Stages At the "Era Selector," point Bugs to an Era that is currently maccessible. Hold L2 + R1 and ress X, Q, R2, L1, Q, X, Q, Q, Q You'll then be able to enter any stage.

CHAMPIONSHIP BASS

level8—OSP% n 0 jh fn W v Level 9-Q 5 P % n @ j h f k m s Level 10-CEdW1zxvt5Hk

FEATURING RICKY CARMICHAEL

Secret Codes From the main menu, select "Championship," then press X twice to reach the "Name Entry screen. Enter any of the passwords below at

this screen. Note the spaces between words, Unlock all classes—ALL EVENTS Unlock all tracks in Single Race mode-DIRT

Rin head-GROSSE TETE Unlock Fox Movie in "Extras" screen—LIVE ACTION

At any point in the middle of a race, press START to pause the game and select "Op-tions." Then select "Sound" and move the cursor to "FX Volume." Next, press L1 + L2 simultaneously. Now when you guit the race and return to the track selection screen, you'll be able to play any track in the game.

At the track selection screen, press L2 + R2 + X + Down simultaneously. A U-turn arrow will flash on the screen and you'll be able to race any track backwards

COLONY WARS III: RED SUN

Secret Passwords

From the main menu, select "Logon." At the Logon menu, press R2, R2, L2, L2, R1, R1, SE-LECT, SELECT. After entering the code cor-rectly, a new item called "Cheat" will appear in this menu. Within this screen you can enter any of the following passwords. After entering a correct password you must select "Accept Password." Also, note the uppercase characters and spaces in some of the pass-

Enable "Complete Mission" and "Fail Mission" items in pause menu-Quickie Enable "Hub Selection" item in the Logon menu-Move House Weapons never overheat—ROCKWROK

Invincibility—Awrate
Infinite ammo for secondary weapons-

Sly n Devious Infinite afterburner-Jalferez All parts available for purchase—Armoury All ships available for purchase-

Greyam Beard All narts and ships cost D CR—Break and Enter Own all parts—Big Daddy

COOL BOARDERS 4

From the main menu, select "One Player," then enter any of the following codes as your name at the "Record Keeping" screen. When you enter the last letter of each code, you'll

hear a voice say, "Hey, no cheating." Unlock all Mountains—I C H E A T Unlock all Special Events-I MSPECIAL

Choose the memory card icon from the main menu, then select "Load" and access the Password" option. Enter the password "SAV-AGEAPES" to play as a big monkey or "XFIFTYONEX" to play as an alien

CRASH BANDICOOT

Enter the following special password to gain access to any stage with all gems and keys coi-ΔΔΔΧΠΔΔ

CRASH BANDICOOT 2 CORTEX STRIKES BACK

10 Extra Lives

See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives. Secret Lavale

To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long mp to go back across the chasm and return to the cub to warp to the first secret level.

To access Level 27: Totally Fly, fall into the nool of water in the latter half of Level 15: Hangin' Out, then walk back instead of advancing past the checkpoint. You'll fall into another hole that leads to a "hanging" area with flying spikey creatures. While Crash hanging, use O or R1 to lift his legs up and allow the spiked guys to pass below him; take it slow, advancing only one "step" for each lap." If you get through, you'll be warped to the second secret level Bring Back Bosses

If you've already defeated a boss but you want to fight him again just for fun, hold the

During the Russian Roulette stage

in the PlayStation version of The World is Not Enough, Bond gets to play some high-stakes Blackjack instead of running and gunning his way through the level. Since Blackjack is a favorite vice of mine, I kept on playing after winning the mission objective of \$100,000 and came across this rather unusual quirk. At some point after you pass the \$100,000 mark, there appears to be a bug in the game that can make the dealer begin to lose

every single hand. It doesn't happen all the time, but when it does he begins to lose in the exact same way each time-by busting. If you look at the photo on the left, you'll see that Bond has a 10 and an 8 and the dealer is showing a 5 His face-down card is a 10, and his next card will also be a 10, meaning that he'll bust. When this bug kicked in, the dealer busted in this same style every time. In fact, since I wanted to bet all my money at once, it was easier to leave the table and come back; that way I could bet \$1,000,000 with a single

button press instead of pushing a button over and over again to raise the bet in increments of \$1,000. Eventually the game forced me off the table and refused to let me sit down again! Wander about inside the highstakes room a bit and eventually some text will come up saying, "You broke the bank!" It doesn help the game in any way, since the table plays normally before you win \$100,000, but it sure is satisfying to see all that money roll in

-Charlotte Chen

△ button when using the platform to move between the different floors of the warp

CRASH BANDICOOT: WARPED

In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco

In Level 11: Dino Might, take the yellow gen platform to the alternate path; you'll eventu nosaur chase scene-where you're running to ward the "camera"-except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to the top-secret Level 32: Eggipus

CRASH TEAM RACING

Secret Codes Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Remember, these codes only affect game modes other than

"Adventure Untock Penta Penguin-Hold L1 + R1 and press Down, Right, △, Down, Left, △, Up Unlock Ripper Roo—Hold L1 + R1 and press Right, O. O. Down, Up, Down, Right Unlock Dr. N. Tropy—Hold L1 + R1 and press Down, Left, Right, Up, Down, Right, Right Holock Panu Panu-Hold I1 + R1 and press Left, △, Right, Down, Right, O, Left, Left,

Unlock Komodo Joe-Hold L1 + R1 and press Down, ○, Left, Left, △, Right, Down Unlock Pinstripe-Hold L1 + R1 and press Left, Right, A, Down, Right, Down

Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot-Hold L1 + R1 and press Right, Right, Left, A., Right, Down, Down

Super Turbo Pads—Hold L1 + R1 and press △, Right, Right, O, Left nite Bombs—Hold L1 + R1 and press △,

Right, Down, Right, Up, △, Left Infinite Wumpa Fruit-Hold L1 + R1 and press

Down, Right, Right, Down, Down Infinite Masks—Hold L1 + R1 and press Left, △, Right, Left, ○, Right, Down, Down tovisibility-Hold L1 + R1 and press Up. Up.

Down, Right, Right, Up Unlock Scrapbook—Hold L1 + R1 and press Up, Up, Down, Right, Right, Left, Right, A.

CHOC 2 Cheat Menu

At the title screen, hold L1 and press △, Left Left, Right, C., Up, Up, Left, O. You'll hear a chime and the words "Cheat Menu Active" will appear at the top of the screen. Now you can access the cheat menu during a game by pressing L2 + R2 simultaneously Infinite Crystals

At the title screen, hold L1 and press 🗔 🗓, O, Down, Left, Right, Left, Right, You'll hear a sound effect to confirm the code. With this code in place, hold R2 at any time during the game and press
to add 100 crystals to your total, up to 9,999.

CYBER TIGER

Passcodes

To reach the Passcode screen, press O at the "Courses" screen

Unlock Cyber Badlands-H A R E S O Unlock Cyber Canyons-N A M O P I Unlock Cyber Sawgrass—5 E C A R E Unlock Cyber Summerlin—P O R A S O Unlock all courses—P O O A K I

In Arcade mode, highlight the "?" box at the character-select screen, press the SELECT but ton five times, then press any button. The computer will choose a character for you at random and you will see a giant shado ture inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle

Play as Soul Stealer 2 In Arcade mode, highlight the "7" box at the character-select screen, press the SELECT but ton seven times, then press any button. If you're playing against the computer, a rai dom fighter will be chosen for you before each battle and you will see a mysterious fe male character inhabit that fighter's body; also, you will always fight against the same you're competing with another player, you will always fight as the same character t vour concept chanses

Play as Night Warriors Talbain At the character-select screen, highlight Tal-bain, hold the SELECT button and press all three Punch or all three Kick buttons simulta

neously. Play as Shin Bishamon

At the character-select screen, highlight Risha mon, hold the SELECT button and press any

DAVE MIRKA PREESTYLE BMX

At the main menu, select "PROQUEST." Next, at the "Select Rider" screen, press Down, Down, Left, Right, Up, Up, O You'll hear a special sound effect after entering the code correctly. Slim Jim will appear between Joey Garcia and Dave Mirra. Unlock All Bikes

select "PROOUEST," then select any rider at the following screen. Next, hen the bike selection screen appears, pre Up, Left, Up, Down, Up, Right, Left, Right, O. You'll hear a special sound effect after entering the code correctly

Unlock All Styles and all Level At the main menu, select "PROQUEST," then select any rider and then any bike at the following screens Next, when the style select screen appears, press Left, Up, Right, Down, Left, Down, Right, Up, Left, O. In order to unlock all levels, you must input this same code when the level selection screen appears. In oth cases, you'll hear a special sound effect after entering the code correctly

DEMOLITION RACER

Cheat Code

At the main menu, press X, X, Z, Z, A, A, O, O. While entering this code you'll move in and out of the "Enter Your Name" screen You'll hear an engine sound effect to confirm the code. Now all of the cars, tracks and game modes will be unlocked.

Cheat Codes

Enter these codes at the title screen. You'll hear a sound effect as you enter each code Once entered, the cheats can be accessed via the Cheat menu from the title screen · Credits (Watch the ending credits)-L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1 Invincibility-L2, L2, R2, R2, L2, R2, L2, L1,

. Immunity (Police never chase you)-L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2 R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1 Minis (Cars annear much smaller)-R1 R2

R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2 R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1 R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1

DUKE NUKEME TIME TO KILL

R2 R1 12 11 11

Press START during the game to pause, then

enter any of the following codes at the pause

Invincibility-L2, R1, L1, R2, Up, Down, Up, Down, SELECT, SELECT Invisibility-L1, R1, L1, R1, L1, R1, L1, R1, L1,

Double Damage-L2, R2, L2, R2, L2, R2, L2, R2, L2, R2

Big Head-R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, Tiny Head-R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, Down

Head Enemies-R1, R1, R1, R1, R1, R1, R1, R1, R1. R1. Left

R1, R1, Right Enable Level Select at main menu-Down, Down, Down, Down, Down, Down, Down,

Down Down Un All Weapons-L1, L2, Up, L1, L2, Down, R1, Right, R2, Left nrted Ammo-Left, Right, Left, Right, SE-

LECT, Left, Right, Left, Right, SELECT All Inventory—R1, R1, R1, R1, R1, L2, L2, L2,

All Keys-Up, Right, Up, Left, Down, Up, Right, Left, Right, Down

Reveal Entire Map

During gameplay, move the cursor to your team icons and press X at each icon in this order; \square O, X, \triangle , \triangle , \square . If you enter the code correctly, the word "CHEATERI" will appear on the screen.

EAGLE ONE HARRIEN ATTACK

From the main menu, select "Options," then enter any of the following codes. You'll hear sound effect after entering a correct code Unjock all missions-R1, L1, R2, L2, START Infinite ammo-R1, L1, R2, L2, R1

TEAR EFFECT

God mode-R1, L1, R2, L2, L1

From the main menu, select "Options," then select "Credits." Enter any of the codes below while the credits are rolling. You'll hear a spe cial sound effect and the screen will flash red fter entering a correct code.

One-Hrt Kills-L1, A, Up, Down, O, O, A, II, Down, R1 Expert Mode- Down, Down, Down, A.

Down, Down, Down, □, Left, Right Instant Puzzle Solutions—L1, △, Up, Down, O, O. O. Down, Down, Down, Up Infinite Health—L1, △, Up, Down, O, O, △, □,

Right, ☐ Max. Ammo—L1, △, Up, Down, O, O, △, □, Left, △

At the main menuthe one that says "New Game, Load Game, Options," etc.—press L1, L2, R2, R1, SELECT; you'll hear a signal to confirm. Now highlight "New Game" and press X; a top-secret cheat menu will appear, allor ing you to start at any stage, access all weapone view all of the movies and more

Cheat Milde

At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and continue to hold Left + L1 + R2 + . After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu; you'll find stage-select and invulnerability options at the top of the screen.

FIGHTING FORCE 2

Hold L1 + L2 + R1 + A + Left and press X at the title screen when "Press Start" appears. You'll be immediately be taken to the main menu. When you select "Start Game," a stage-select menu will appear. Choose any level and you'll find that you're partially invincible and have infinite ammo for any weapon you pick up

At the title screen, press Up, Up, Down, Down, L1, R1, L1, R1, X, O, START. Next, select "Options," then press SELECT. The Total Count List screen will appear.

During gameplay, press START to pause, then press Right, □, △, □, △, R1, L1, R1, L1, O. When you return to the "Select Level" screen, all of the stages will be unlocked. Infinite Lives

During gameplay, press START to pause, then press Right, □ △, □, △, X,

GPOINTE

Infinite Shields
At the "Mission Brief" screen, hold L1 + R2 + and press Left on the D-pad Unlimited Ammo

pon select screen, hold R1 + L2 + O and press Left on the D-pad

G-POLICE: WEAPONS OF JUSTICE

Passwords Mission 31-PLINTH Unlock Everything in Database-UTOPIA

GEKODO: UKRAM FIGHTERS

To enter these codes, you must first get a high score (with the default high scores, your score must be over 1,000 points). Enter the following codes as your name at the high score name entry screen after your game is over to get the corresponding effect. All unlocked cheats will appear in the "Options" menu and must be toggled on for them to work. Unlock Deformed mode—D E F O R M A N I A

Unlock Skeleton mode-BONECRACK

GHOST IN THE SHELL

Stage Select
At the main menu, press R2, R1, □, □, Up, Down, ..., R2, R2; you'll hear a sound to confirm Now choose "Mission Start"; a stageselect menu will appear. With this code in place, you can also view all of the game's





PlayStation tips



movies by choosing "Movie Replay" at the

GRAND THEFT AUTO 2

From the main menu, select "Play," then press X again to change your name to any of the codes below. You'll get no special confirmation after entering a correct code.

Start with \$1,000,000-B1G5CORE Start with all weapons and 99 ammo-NAVARONE

Start with x5 Multiplier-H1 GHF1 VF No Police-L O S E F E D S Display Coordinates-W U.G.G.L.E.S.

Area Select—ITSALLUP Start with unlimited health—LIVELONG
Start with max. Wanted Level—DESIRES

At any time during gameplay, press START to pause, then press Down, Left, Up, Right, Down, Left, Up, Right. If you input the code correctly you'll see the words "All Tricks Enabled" appear on the screen.

Extra Difficulty Level

At the PlayStation logo screen, hold - + R2 + L1 + Down while the game is loading You'll hear a loud crash at the "Now Loading..." screen to confirm the code, now the computer-controlled fighters will be much more effective in one-player mode.

Secret Characters, Testament and Justice To access the Guilty Gear bosses, you must beat the game with any character. You may continue as many times as you like. Unfortu nately, Testament and Justice are selectable only in the Versus and Training modes. Secret Character: Baiken

To fight against Baiken, you must beat the game using Sol or Ky without continuing. You may lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes.

Serret Code

Enter any of the names below at the "Please Name Your Team" screen after you start a new game. Note the spaces in the words . For the "View FMV sequences" the FMV will appear after you select "Start

View FMV sequences_PRVING PIGS Play as Team Lard—MARDY PIGS

HOT SHOTS GOLF

First, plug a controller into the Player 2 slot before you turn the game on. When the gotfers appear, hold L1 + L2 + R1 + R2 on Con troller 2, then as soon as you see the screen flash bright white, quickly press Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left on Controller 2. You must continue to hold all four L and R buttons during this process and you must finish entering the code before the Hot Shots Golf logo stops bouncing. If you're quick enough, you'll hear a signal to co Now you have access to all of the previously

Mirror Courses At the Course Select screen, highlight a course, hold L1 + L2, press X to lock in yo selection and continue to hold L1 + L2 until the course loads. When it does, it will be a "mirrored" version of the normal course

Mirror Characters At the Character Select menu, highlight a golfer, hold L1 and press X. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

HOT SHOTS GOLE 2

locked courses and golfers.

From the main menu, select "New Game." Then, at the following screen, enter "2G5H" as your name. You'll find all of the courses

HOT WHEELS TURBO RACING

Each of the following codes can be entered at the main menu to get the corresponding effect before each race; you'll hear a signal to confirm each code. Note that you can only have ONE of these codes active at any time:

Un/imited Turbos-R2, L1, Cl. A. R1, L2, L1, R2 Small cars—□, R2, L2, △, △, L2, R2, □ Large tires—□, △, □, △, R1, R1, L2, L2

No graphic textures on cars-L1, R1, L2, R2,

Alternate sound effects + announcer-R2, R1, L2, R2, □, △, L1, R1

Highlight "Sign In" at the main menu and press Left or Right twice to access the Password option. Enter any of the following passrds to unlock different features: PWDTST-Unlock all secret courses and se

cret vehicles except "Tow Jam T.W.) M-Unlock "Tow Jam" vehicle

INTELLIGENT QUBE

Practice Stages Choose "Rules" from the main menu, high

light any of the training scenarios, hold L1 + R1 and press X. Instead of watching a noninteractive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages

IRRITATING STICK

To start with seven lives instead of the usual three, enter the following code: At the mode select screen, highlight "1P Play" and press Right on the D-pad four times, Highlight "Tournament" and press Right on the D-pad once. Highlight "Course Edit" and press Left on the D-pad twice. Highlight "Option" and press Left on the D-pad six times. Now h light "1P Play" and press X. You'll hear the

JACKIE CHAN STUNTMASTER

At the main title screen-while the words "PRESS START button" are flashing—press L2, □, △, O, X, R2, R2, you'll hear a gong to confirm the code. Now all of the stages are unlocked except the Shaofin Temple All Dragons Collected

At the main title screen—while the words "PRESS START button" are flashing—press L1, R2, L2, R2, C, X, X; you'll hear a gong to co firm the code. Now all of the levels-include ing the secret Shaolin Temple-are unlocked and Jackie appears in his Drunken Master cos

Secret Video

At the main title screen-while the words "PRESS START button" are flashing—press Left, Right, R1, ○, □, △, △; the words "Bonus Movie PRESS X" will appear Press X to watch the behind-the-scenes movie that you ordinarily don't get to see unless you beat the Shaolin Temple stage.

JUDGE DREDD Secret Codes

To enter the following codes, you must first play the game until you earn a score that's good enough to make the high score table. When the "Enter Your Name" screen appear enter one of the following codes as your name to get the corresponding cheat in you

I P E M O N ?—Deformed characters ? LOVESEXY?-See the ending BEDSTRAW I-10 credits LETK K I N-Invincibility

THE KING OF FIGHTERS '95

Choose "Team Play" at the main menu. When the "Team Edit" question comes up, choose "Yes". Now at the character-select screen, hold the START button and press Up + O, then Right + □, then Left + X, then Down + △. The boss characters Omega Rugal and Saishu Kunsanagi will appear on the menu as playable fighters Duplicate Characters

Choose "Team Play" at the main menu. When the "Team Edit" question comes up, choose "Yes". Now at the character-select screen, hold the START button and press Down + A then Left + X, then Right + C, then Up + C Now you can select your favorite character more than once when choosing the members of your team; you can even make a team that consists of the same character three times

KNOCKOUT KINGS

late: The following codes may be difficult to enter. Be sure you're pressing the D-pad in the exact directions specified without point ing it diagonally, and whenever you see a "+" sign between two buttons, it means that those two buttons must be pressed at exactly the same instant.

Play as a Bear

At the main menu, press Right +
Right +
A Right + O, Right + X. If you are doing it cor-rectly, you should hear the bell sound after every button command. Now no matter what boxer you choose, you will be playing as a

Big Head Mode

At the main menu, press Left + \bigcirc , Left + \triangle , Left + □, Left + X. As above, you should hear the bell sound after every button command. This cheat only works with created boxers or boxers which can be edited.

KNOCKOUT KRIGS 2000

Secret Boxers

From the main menu, select "Career" and enter any of the names below as your boxer's name. Note the spaces in some of the boxer

SHMACKO ROSWELL

O TIE TIM DUNCAN MARI ON WAYANS JERMAINE DUPRI ED MAHONE

ARENA FOOTBALL UNLEASHED

At the versus screen just before the game starts—immediately following the team selec-tion screen—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "Super field goals" code (1-2-3-Left), press Turbo once, Jump two tim Pass three times, then press Left on the D-pad. A message will appear to confirm each code. Super field goals—1-2-3-Left

Allow stepping OB—2-1-1-Left Power-up blockers--3-1-2-Left Fast passes—2-5-0-Left Super passing—4-2-3-Right Huge head—0-4-0-Up No first downs-2-1-0-Up No interceptions-3-4-4-Up Infinite turbo-5-1-4-Up Super blitzing-0-4-5-Up Power-up teammates-Power-up defense-4-2-1-Up Show field goal %-0-0-1-Down No random fumbles—4-2-3-Down Hide receiver name—1-0-2-Right Big football—0-5-0-Right Team tiny players—3-1-0-Right Team big players—1-4-1-Right Team big heads—2-0-3-Right Big head—2-0-0-Right Avengers stadium—1-1-5-Left Show more field—0-2-1-Right No CPU assistance—0-1-2-E Power-up offense---3-1-2-Up Headless team—1-2-3-Right

LUNAR: SILVER STAR STORY COMPLETE

Fast turbo running-0-3-2-Left

Invisible—4-3-3-Up

Hyper blitz-5-5-5-Up

Put the "Making of Lunar" CD in your PlayStation and turn it on. As soon as the video begins to play, press Up, Down, Left, Right, △, START. You'll access a secret mini game-similar to Atari's Warlords-for up to

View All FMV Scenes After entering the "Hidden Game" code above, open the PlayStation and replace the "Making of Lunar" CD with either of the two game discs. Now select "Exit" from the mini-game menu, you'll see all of the FMV scenes on the disc you've loaded.

MARVEL SUPER HEROES Alternate Color

To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select

- · For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold Up on the D-pad for three seconds and press an artion button before releasing Up
- For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold Down on the D-pad for three seconds and press an action button before re leasing Down

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen "shortcut" option turned "off

 Dr. Doom—Press Down, Down, then press and continue to hold X, then O, then R1 (you should still be holding X and O when you press R1)

 Thanos—Press Up, Up, then press and continue to hold L1, then △, then □ (you should still be nolding L1 and △ when you press □) To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:

 Dr. Doom---Press Down, Down and continue to hold Down on the second press, wart three seconds, then press and continue to hold X then O, then R1 (you should still be holding Down + X + O when you press R1) Thanos—Press Up, Up and continue to hold

Up on the second press; wait three seconds, then press and continue to hold L1, then △, then [(you should still be holding Up + L1 + △ when you press □

nce you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

MARVEL SUPER HEROES VS. STREET FIGHTER Secret Characters

At the character-select screen, follow the in-

structions below to select alternate versions of certain characters: Armored Sorder-Man—Highlight Spider-Man, hold SELECT and press any action but-

· U.S. Agent-Highlight M. Bison, hold SE-

LECT and press any action button · Shadow—Highlight Dhalsim, hold SELECT

and press any action button Mephisto—Highlight Omega Red, hold SE-LECT and press any action button
 Mecha-Zangief—Highlight Blackheart, hold

SELECT and press any action button

• Dark Sakura—Highlight the Hulk, hold SE-

LECT and press any action button
• Gray Hulk—Select Dark Sakura as described

above, then choose the Hulk as her partner EX Option Menu

From the main menu, select "Option." Next, press R1, O, Left, \triangle , \triangle very quickly. If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay

MARVEL VS. CAPCOM

At the main menu, move the cursor to "Opn," then hold down SELECT and press START. The EX Option menu will appear.

MEDAL OF HONOR: UNDERGROUND Secret Passwords

At the main menu, select "Options," then se-lect "Passwords," At the following screen. enter any of the passwords below to obtain the corresponding result Staff screens—D W I E C R A N S More staff screens-M O H U E O U I P E Cartoon gallery-M O H D E S S I N S Bouncing Bullets-RICOCHET

Podoski Mode-L A T I R E U S E 4x Firing Rate—B A L L E S V I T E Invulnerability Mode-P U I S S A N C E Wacky Taxi Mode—A UTODINGUO

Cheat Mode

At any time during gameplay, press START to pause, then hold L2 and press \triangle , \bigcirc , \triangle , \bigcirc , \bigcirc , \bigcirc , \bigcirc , \triangle , Left, \bigcirc , Up, Down, Right, \bigcirc , Left, Left, \triangle , Right, O, Left, Left. If you entered the code correctly, a new item called "Cheats" will appear in the pause menu.



PlayStation tips

SANGA MAN XI

Alternate MegaMan X

At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the O button twice, press Left six times, game begins, Mega Man's costume will be slightly different-his arms and legs will be purple instead of light blue More impo tantly, as you play the game with this code in place, you'll find different power-up items in ne capsules that Dr. Light has scattered throughout the levels.

Play as Black Zero At the character-select screen, enter the following code carefully Highlight Zero, hold the R1 button, press Right six times, release R1, hold O and press START. When the game ns, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

MICRO MACHINES VI

Each of the following cheats can be entered while the game is paused. To deactivate a

cheat, just enter that same code again Low camera angle-Left, Right, [], O, Left, Right, [], O

Slow down computer cars---O. A. Cl. X. O. A.

Super speed—X. O. Fl. A. X. X. X. X.

Super jumping ability—Right, Right, Down, Up, Down, Left, Down, Down Change vehicles—Down, Down, Up, Up, Right, Right, Left, Left (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)

Debug mode-Up, Down, Down, □, O, O, △, X. With the Debug code in place, the following options become available:

ress $\square + \bigcirc + \triangle + \times$ to make all of the vehdes on the track explode Hold SELECT and move the D-pad to tilt or

rotate the camera angle . Hold SELECT and press L2 or R2 to zoom in

· Hold SELECT and press II to have the com-

. Hold SELECT and press X to end the race with you in first place!

"Name" Cheats When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects;

you'll hear a signal to confirm and you'll be able to enter another name. Enter the name "GIMMEALL" to be able to

access all tracks in multiplayer mode Enter the name "CATLIVES" to start with nine lives instead of three. Enter the name
"3LIVES" to cancel this code

 Enter the name "TANKS4ME" and you'll always play with tanks in multi-player mode which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code

Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code

MISSION: IMPOSSIBLE

Secret Passwords From the main menu, select "Load Game," then select "Password." Enter any of the following passwords below. For some of the "bad password," they will still work. Just start a new game or load another one to see the effects

View secret message—TTOPFSECRE View any FMV sequence—SEECOOLMOVIE Slow-motion mode—I MTIREDTODAY Turbo mode—G O O U T T A M Y W A Y Super jump—BIONICJU M P E R All people move without animation

Submarine Pen Area—A B E M J O L N V T P G Russian Embassy—O G L I E S H V I R L I

Russian Embassy 2-I O D S N J N T O M C I KGB Warehouse -- O Q R F F S | T J M N | KGB Headquarters—E H N J H S U R W J M P KGB Headquarters 2—I G C J M J M V M R B L Security Hallway—G D P S I S J O W U A N Security Hallway 2—G Q O F I S K T L M A I Underground Sewage Plant-GGH1H5/VWRML

IMF Headquarters—I J É N M U N H O N C J IMF Headquarters 2-I M O P N H N K O S C M Infirmant-PREROUOPPWDB CIA Rooftop-PMGKPUPKQSDM CIA Rooftop 2-K E J P P U P S R K E E CIA Mainframe Computer-PJGNOUPHQNDJ Waterloo Station-HDGGFPKOMORC Train--IGILGPMLMYBO Train 2--- HDGOFTKQMOBC Train Roof-I G J D G T M L M Y B O Lundkwist Base—N G H S M G Q T X M G I Tunnel-MOFFOLGHVYIH Mainland-MKEHTJSSVVJD Gunboat-AFOMOJGPVTPG

MORTAL KOMBAT 3

During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing R1 once, △ six times, × six times and ○ nine times. You'll hear Shao Kahn say. "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or Secret Cheat Mode

During the opening demo, quickly press X, O, A, R1, R1, R2, R2, R1, R1. You'll hear Shao (2), R1, R2, R2, R1, R1, Tooli filed slad Kahn say, "You will never win." Now press START; when the stone block appears with the word "KOMBAT" in red, press Up to ac-

Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidgen Portal-from a menu at the bot tom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round

MORTAL KOMBAT 4 Secret Cheat Menu

Start a game in two-player mode; when the screen appears, enter the Kombat Kode Player 1 Press Low Punch three times and

Low Kirk twice . Player 2: Press Low Punch twice. Block once

and Low Kick three times

After the match starts, press START to pause and choose "Exit" to return to the main menu Next, select "Options", highlight "Vs. Screen Enabled" and hold Run + Block. After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode; the other three options allow you to perform fatalities with just one button press.

Secret Characters To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the haracter-select screen:

1) Highlight the "Hidden" box at the bottom of the screen, press Block and continue to

hold it down. 2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll kno where it is), press Run and continue to hold it

To play as Noob Saibot, move the invisible cursor to Reiko, press Run and continue to hold it down 3) Continue to hold Block + Run until the fight starts

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Fatality When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch, Sub-Zero will punch his opponent's head off Combos

3 Hits-High Punch, High Punch, Low Punch 5 Hrts-High Punch, High Punch, Low Kick, High Kick, Back + High Kick 6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick Cheat Passwords Choose "Options" from the main menu and select "Password," then enter any of the fol-

lowing cheat codes: . Enter "G T T B H R" for infinite lives • Enter "N X C V S Z" to start with 10 Urns of

Vitality in your inventory Enter "C R V D T S" to see the credits from

. Fotor "R C K M N D" to see a demo of the rock boss exploding

Stage Passwords Wind Stage—T H W M S B Earth Stage—C N S Z D G Prison Stage—R G T K C S

Water Stage—Z V R K D M Fire Stage—JYPPHD Bridge of Immortality—Q FT L W N

Qhan Chi's Fortress—Z C H R R Y (With this code in place, you can warp directly to the battle with Quan Chi if you hold the L1 but ton when you die. If you are holding the L2

button when you die, you will warp to the

battle with Shinnok.) MORTAL KOMBAT TRILOGY

Stage Select At the character-select screen, highlight Sonva, hold Up and press START, you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in

Secret Character At the character-select screen, choose one of the male ninia characters (Scorpion, Reptile Rain, Ermac, etc.). Before the fight starts, hold Run + Block + High Punch + High Kick and point the D-pad Away from your opponent. fold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon He's a semi-transparent pipia who randomly morphs into other ninja char-

Secret Cheat Menu Choose "Options" from the main menu, ther highlight "Game Configure" and hold L1 + L2 R1 + R2 + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake Now you can access the previously unavailable "?" menu at the Options screen Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recov-Best of all, if you turn on the "1 Buttor Fatalities" option, you can perform finishing moves with ease as follows.

· Fatality 1-Press △ when "Finish Him/Her" · Fatality 2-Press O when "Finish Him/Her"

· Animality--Press L2 when "Finish Him/Her • Friendship—Press R1 when "Finish Him/Her

Brutality---Press □ when "Finish Him/Her"

MTV SPORTS: SKATEBOARDING

FEATURING ANDY MACDONALD Unlock all Boards, Costumes, Levels, and

At the main menu, select "Single Player," then select "Lifestyle " Next, select " Game," then input "PASWRD" as your name. Note that some of the unlocked items, like levels and skaters, will only be available in modes other than "Lifestyle"

MUPPET RACE MANIA

Enter any of the following codes at the title screen, while "Press Start" flashes at the bottom of the screen. You'll hear a special sound effect and words will appear at the top of the

screen after entering a correct code.
Unlock Fraggie Rock—X, □, X, □, X, □, Δ, O, Unlock end courses—O, △, □, △, X, △, □, O,

Unlock Arches-- O. X. O. C. A. O. X. O. A Unlock Studio-Q, Q, O, O, X, O, A, O, A Unlock all Muppets and vehicles—△, ○, △, □ Δ. X. Δ. Δ. X. C

N2O NITROUS OXIDE

Cheat Codes Choose "Game Options" from the main menu, then select the "Enter Code" option and enter any of the following cheats:

××□×××△△—Infinite Firewalls □×○□×□○□—Infinite weapons O X X ∧ □ ∧ □ O—Infinite lives □△○△×△□×—Access any level □□□ A ○ A □□—Ronus Jevel access ×××□△○×△—Enable fifth ship (Speed-

OX DAAOAO-Activate "water" effect △ × △ ○ □ △ X—Bonuses don't reset when you die

MASCAR 2001 Secret Codes

Unlock alternate John Andretti Car-Hold R1 and press □, △, □, △ Unlock KC Monoxide (#101)—Hold L2 and press □, O, X, Down, Up, Right, Left
Unlock 'Shorty' Leung (#100)—Hold R2 and press [], O, X, Up, Down, Left, Right Unlock Jocko Michaels (#167)—Hold L1 and

Unlock Asher Boldt (#153)-Hold L2 and press

Unlock Proving Grounds Track-Hold R1 and press Left, O. Up. Down, Right, Right, Right Unlock Treasure Island Track—Hold L2 and press [], O, [], Up, Up, Down, Up, Left, Right,

NASCAR RUMBLE All Tracks & More Cars

From the main menu, select "Game Options," then move the cursor to "Load and Save" and select the "Password" item. Enter the password "C 9 P 5 A U 8 N A A" to unlock lots of cars and every track.

NEED FOR SPEED: HIGH STAKES

Secret Vehicles Enter any of the following passcodes as your user name to unlock the corresponding vehi-

HOTROD-Unlocks the Titan F L A S H-Unlocks the Phantom W H 1 R L Y-Unlocks the Police Helicopter

Slower CPU Tournament or Special Events mode, just after you select "Race," quickly hold Left + [] + O until the race begins

Blurry Mode In any mode, just after you select "Race," quickly hold Up + R1 + L2 until the race be-

Turbo Mode In any mode, just after you select "Race," quickly hold $Up + \triangle + X$ until the race begins During the race, hold Up any time for a speed

NEED FOR SPEED HY. HOT PURSUIT

Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features: Empire City Bonus Track—M CITYZ AutoCross Hidden Track—X CNTRY Caverns Hidden Track—X C A V 8 The Room Hidden Track-P L A Y T M Scorpio-7 Hidden Track-G L D F S H Space Race Hidden Track--- M N B E A M Activate Jaguar XJR-15-L J A G X Activate Mercedes-Benz CLK-GTR—AMGMRC Activate El Nino-R O C K E T

All cars and bonus tracks (not hidden tracks)-SPOLLT All Camera Views—S E E A L L

Speed and Language Codes First, make your selections at the Game Setup, Track, Player Car and Opponents screens as usual. Once you arrive at the final Race reen, press the START button. Immediately after pressing START, let go and press the ap propriate button combination (i.e. Up + R1+ R2). You must keen these buttons held down until the loading screen appears in order for the codes to work

Slow the game down by 20%—Up + X + A Cops Speak With Different Accent-Up + R1 +

Cops Speak in German—Up + R2 + L1 Cops Speak in Spanish--- Down + R2 + L1 Cops Speak in Italian-Left + R2 + L1 Cons Speak in French—Right + R2 + L1

NEED FOR SPEED V-RALLY Cheat Codes

Watch the game's loading sequence carefully, when you see the Infogrames logo begin to appear on a white background, quickly press Up, Down, then immediately hold the △ but-

PlayStation tips



ton and press O. You should see the words "LOCK OFF" in green letters, this allows you to access all of the tracks in Arcade or Champronship mode. As soon as you see the word:
"LOCK OFF," if you release the △ and ○ but tons immediately you can enter any or all or the additional codes shown below, these but-tons must be held down before the Infogrames logo is colored in and you must con tinue to hold them until the memory card message appears.

. Hold L1 and the words "TIME OFF" will an pear; now the race won't end if the timer

runs out in Arcade mode

• Hold L2 and the words "NARROW ON" will appear; now the tracks will be more narrow in Arcade mode.

 Press Left, then press and continue to hold
 R2; the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, alowing you to restart a race if something goes

NEL GAMEDAY 2001

Easter Eggs From the main menu, select "Options," then select "Easter Eggs." At this screen, you may enter any of the passwords below. Note the spaces in some of them. Tiny players—TINY GUYS

Big players—GIANTS Big football—B.G PIG Secret field—GD FIELD Loud volume on big hits—CRUNCH Special moves—SPECIAL MOVE Ail players of similar ability-ALL EVEN Always catch the ball—STICKEM Super hard difficulty—UNBEATABLE Super stiff arm—JACK HAMMER Super swim move—LINE BUSTER
Players never get tired—ENDURANCE Super fast game speed—COFFEE BREAK

NGEN RACING

Enter any of these codes at the "Main Hangar' screen. You'll see the effects immediately after entering a correct code.
400,000,000 credits—R2, L2, R2, L1, R2, R1, R2,

1st place in all races-R1, L1, R1, R2, L2, R2, L2, L1

Obtain all secret jets-R1, R2, L1, L2, L2, L1 R2. R1

Hidden Players At the main menu, select "Advanced Options," then select "Rosters," then "Player Management," then "Create Player." Under neral Information," change th er's first and last names to any of the names below If you entered the name correctly, a prompt will appear asking if you would like to create a new player like the one that already exists in the database. At this prompt press X, and you'll find that all of the stats and information will be already filled in Many of these hidden players have much better attributes than you would be provided

normally by just creating any new player

ROB BLAKE PAVE, BURE PETER FORSBERG DOMINIK HASEK JAROMIR JAGR OLAF KOLZIG NICKLAS LIDSTROM OWEN NOLAN SANDIS OZOL NSH CHRIS PRONGER PATRICK ROY GARTH SNOW KETH TKACHUK TERRY VIRTUE JOHAN WITEHAL

ED BELFOUR

STEVE YZERMAN NHL ROCK THE RINK

After starting a new game, select "New User," then enter any of the items below as your name. You can toggle the unlocked cheats on and off at the "Rewards" screen under the

Unlock NHt teams-BAILEY Unlock sound effects—NO CHANCE Unlock boards—POWER SLAM

NIGHTMARE CREATURES

Choose "Enter Password" from the main menu and enter the following code: ← ↑ △

♦ ○ △ □ ♦ Next, choose "Start Game"; a cheat menu will appear. Turn the "Unlimited" option on to play with infinite continues; you can also choose to play as a monster or start

NIGHTMARE CREATURES II

Stage Select
At the main menu, ho d RZ + L1 + O + □ and press SELECT. If you entered the code cor-rectly, text will appear in the upper left corner. Move the cursor to "New Game," press Right to cycle through the different stages. The stage name displayed when you press X will be the one where you'll start the Chests Mean

At any time during gameplay, press START to pause, then hold R2 + L1 + ○ + □ and press SELECT. If you entered the code correctly, the Cheats menu will immediately appear.

PROJECT: OVERKILL

Note: To enter a cheat code, press START to pause the game, then highlight "Sound Vo ume" at the "pause" menu. Now enter one of the codes shown below; the word "Cheater! will appear at the top of the screen if you've done it right. Some of the codes only have temporary effects and will wear off after a few minutes "Cloak" Stealth Mode-Hold △, tap □, ○,

O, \square , release \triangle , hold X, tap \triangle , \triangle , release X. Right, hold Left, tap □, O, X, release Left.

Refill Health—Hold □, tap ○, X, △, release □, hold O, tap □, X, △, release O Refill Ammo—Hold O, tap □, release O, hold \triangle , tap \times , release \triangle , hold \bigcirc , tap \times , release \bigcirc . hold \times , tap \square release \times . Skip to end of current level—Tap X, Up, Down, Up, hold □, tap O, release □, hold X,

tan ∧ release ¥ PSYBADEK

Cheat Passwords
GOANYWHERE Enable level select GREASEDDEK-Slippery board JELLY JELLY-Jelly mode TOPSYTURVY---Upside down mode WALKONMOON-Low gravity DONDACHAOS-Invincibility DONTDIONME-Nine lives INLILLIPUT-Big characters SIZOFANANT—Small characters DEKPOWERUP-Faster Dek

R/C STUNT COPTER

Enter these codes at the main menu screen After entering each code, you'll hear a voice say "Cheaters never prosper" and the name of the code will scroll up from the bottom of the screen While entering the code you may advance to different screens, but in each cas the code will still work

Down, Up, Left, Right, △, X, □, O-All Gold in training levels

Down, Up, Right, Left, △, X, □, O-Unlock all

Up. Down, Left, Right, △, X, □, O-Your name can be three letters longer L2, R2, L1, R1, △, X, □, ○—Mega Points Up, Down, Left, Left, X, □, O, △---Unlock movie (selectable from the Options menu)

RETYPES

Level Select Highlight either R-Type or R-Type II at the title screen, quickly press L2 ten times, then R2 ten times; you'll hear a sound to confirm. Now start the game and press START to pause, you can choose any stage with the stage-select option at the pause menu. Increase Speed

Pause the game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, O. Decrease Speed

Pause the game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, X. Use Any Weapon

Pause the name, hold 12 and press Right Un. Left, Right, Down, Left, Up, Right and either △, □, ×, or O to equip a different weapon

correctly

Enter the following codes at the main menu. A message will appear after entering a code

All levels-Hold L1 and press O. X. O. D. D. A.

All items-Hold L1 and press A. X. X. O. Cl. O.

Invincibility-Hold L1 and press C, X, A, A, X,

Invincible hostages-Hold L1 and press O, O, Π. Λ. Χ. Λ. Χ. Ο -Hold L1 and press △, ○, ○, △

□.X.A.O All operatives revived—Hold L1 and press △, A. X. O. O. X. D. D

Reveal map—Hold L1 and press X, O, □, △, A. D. O. X No locked doors—Hold L1 and press △, □, □,

Turn off Victory Conditions-Hold L1 and

All attributes set to maximum—Hold L1 and press X, \square , \triangle , \triangle , \bigcirc , \square , X, XWatch ending—Hold L1 and press □, △, □, □,

O, O, X, A In-Game Cheats

At any time during gameplay, press START to pause, then enter any of the codes below. For the Extra weapon and Extra pistol codes, you will receive a different weapon or pistol each time you input the code. Some of the main menu cheats above may also work during the middle of a game. Restore ammo—Hold L1 and press 🗆 🗆 O. 🛆

Extra weanon-Hold L1 and press X O O A

Extra pistol-Hold L1 and press X, A, D, O, D.

RASCAL

Choose "Options" at the title screen, select the key icon and enter the password "HOUSE" Now start the game and you'll see the name of the current stage displayed on the screen. To jump to a different stage, tap the R1 button to change the name of the stage, then hold the R1 button down until you warp to the stage you chose To skip to a different room within a stage, tap the RZ button to change the room number, then hold the R2 button down until you warp to the

RAYSTORM Free Play Mode

When the words "Press Start Button" appe at the title screen, hold L1 + L2 + R1 + R2 and press START; when the main menu appears, continue to hold L1 + L2 + R1 + R2 and press Up seven times, then Down, then Up four nes, then START; you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'l find a new "Credit Limit" option, turn it off to get infinite credits.

Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. . Note: You can't use the "Free Shield" and "Full Gatch Energy codes in the same game.

. Free Shield with Every Glitch nick-ur Down, R1, Left, Right, Down, L2, R2, Left, Right, Up • Full Glitch Energy—Right, L1, Up, Right,

Down, L1, R1, Up, Down, Left · Play as Enzo-Up, Left, Down, Left, Down, L1, R1, Right, Down, Right

Play as Dot Matrix-Left, R1, Right, Up, Down, R2, L1, Right, Up, Down

RESIDENT EVIL: DIRECTOR'S CUT "Advanced" Mode

Choose "New Game" from the main menu, then highlight "Advanced" and hold Right on the D pad for about four seconds, you'll see the word "Advanced" turn green Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual

RESIDENT EVIL 2

Secret Character Hunk
To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two: to do so you must beat the scenario in under three hours without using any of the "infinite bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him Secret Character: Tofu

To play as a giant tofu, you must follow the instructions for playing as Hunk (see above) Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu, just sep playing and always remember to save.)

RESIDENT EVIL 2 (DUAL SHOCK VERSION) Extreme Battle Mode

Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfie d if you beat the second level

ROGUE TRIP: VACATION 2012

Access the password entry screen from the options menu and enter any of the following codes to unlock special features: Enable Goliath—△, L1, R1, ×, L2, L2 Enable Nightshade-R1, R2, L1, L1, X, O Enable Heircopter--L1, △, R2, △, △, R1 Enable Airen Saucer-R1. C. X. C. LZ. C. Access "Funtopia" stage (Challenge mode only)—X, O, L2, X, □, L1 Access "The Guich" stage (Challenge mode

only)—X, □, O, L1, L2, □ Battle Boss 1 (Challenge mode only)--- O, R2, , L1, R2

Battle Boss 2 (Challenge mode only)-O, O,

Infinite Jump—O, □, R2, ×, △, R2 nfinite Turbo-Cl, X, O, A, R1, R2 Double Pickups—L1, L2, ○, L1, R1, □ Increased Armor—R1, △, R1, △, L1, □

Play as Big Daddy

From the main menu, select "Options." Then "Password." Enter △, □, R2, X, △, R2. Big Daddy will only be selectable if you play Challenge mode and select Nuke York as the

ROLL AWAY

Secret Codes Each of the following codes can be entered at any time during the game (not while paused):

Chess pattern background—L1, O, Left, Right 12 Left 82 R2

. Enable motion blur-Right, O. L2, O. R1, O.

X, △ (works only once per level) Temporary invincibility—Right, Down, L1,
 R2, R1, ○, △, □

 30 extra seconds in Time Trial mode—○. L1. △, △, O, X, △, Down (works only once per

Warp to bonus stage-△, Up, △, L2, L1, L2,

Clear screen in bonus stage-Right, O, L.I, L1,

ROLLCAGE STAGEN

From the main menu, select "Password." Then, select "Enter a Password." At the next screen that appears, enter any of the pass-

MASTERS IS AS HARD AS NAILS MON!-Harder Masters campaign

I WANT IT ALL AND I WANT IT NOW! -- Unlock

YOU. HAVE. A. LOTA. EXPLODING TO, DO-Un-WELL IF IT AINT THEM PESKY KIDS-Unfock

ATD Best Lap Cars IS.IT COLD IN.HERE OR.IS IT ME.?-Unlock De

I AM.THE MIRROR.MAN,.00000000001-

Unlock Mirror Mode LOOK.OUT! ITS ANDY.GREEN-Unlock Mega

IM OBVIOUSLY SICK.AS.A.PARROT —Unlock

Rubble Socce HERE.TODAY, GONE, LATE.AFTERNOON----Un-

PURSUIT..A.SUIT.MADE FROM CATS-Unlock

RUSH HOUR

Enter any of the following codes when the words "Press Start" appear on the title screen you'll hear a sound to confirm if you've entered a code correctly. Four extra High Performance cars--- Up, Left.

Right, X. O. F. Bonus Track—X, Up, △, Down, R1, L1

Reverse Tracks option at Track Select screen + "Reverse Championship" option—Left, A. R1,

Access "Super Championship" race mode Right, [], Left, O, Up, X

Unlock All Tracks At the main menu, press Up, Up, Down, Down, Left, Right, Left, Right, A, O, A Now all of the tracks will be available when you select Arcade Mode

SAMMY SOSA HIGH HEAT BASEBALL 2007

Enter the following rodes at the "Stadium Se lect" screen. You'll hear a special sound effect after entering a correct code. 3DO clouds—L2, R2, L2, R2, □, □

Flying objects in the sky-R2, L2, C, L1, R1, C

SAMMY SOSA SOFTBALL SLAM

At any time during gameplay, press START to pause, then enter any of the codes below. Each code will take effect as soon as you press START again to unpause the gar Big Softball-- R1, R2, R1, R2, R1, R2 Ball Cannon-L1, L2, L1, L2, L1, L2

Choose any vehicle, then select your transmit son type with the X button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down

until the "loading" screen appears:
• Ho.d △ to race in a U.F.O.

· Hold L1 to race in a pick-up truck . Hold R1 to race in a British sportster

When the race starts, you'll be driving the vehicle you chose

Ultimate Password

Choose "Options" at the Game Select menu then select "Setttings" and use the L1 and R1 buttons to change the Password option to "A LLVID". This code unlocks all of the game's functions, including four extra vehicles, three additional cup settings, the "Challenge mode and the option menu's "Mirror Mode

SHADOW-MASTER All Weapons

Begin a new game. Go forward into the first door that opens and kill the aliens inside Once you have defeated the aliens and y are completely inside the room, press L1 + L2 + R1 + R2 + O simultaneously. A red light will appear on the screen to confirm the code; you now have all of the game's weapons.

Invincibility
In the same room described above, after de feating the aliens inside, press L1 + L2 + R1 + R2 + X simultaneously. A blue light will appear to confirm the code, now you're completely invincible.

In the same room described above, after defeating the aliens inside, press L1 + L2 + R1 + R2 + △ simultaneously. A green light will a pear to confirm the code, Now press START and exit the game; you'll find a stage-select

At any time during the game, press START to pause, then press Down, O, I, I, Up, X. Unpause the game and you'll find that your character is semi-transparent and he cannot be hit by enemy attacks.

Cheat Codes Press START during the game to pause, then enter any of the following cheats while the "Paused" menu is on the screen. Note that certain power-up cheats will only work in lev els where you're allowed to have that nower up, for example, the Universe Enema power up is not introduced in the game until the Elevated Structure of Terror, so if you try to enter the "Maximum Universe Enemas" code before you reach that stage, it won't work m Bullets—Down, O, Up, R2, Left, △, SELECT SELECT

Maximum Phart Heads-R1, Left, Up, L1, L1, ☐ Right, SELECT

Maximum Phoenix Hands---- A. RZ. Left. SE-LECT, ○, △, Right Maximum Universe Enemas—Left, △, Right,

Down, A. SELECT, SELECT, SELECT Maxim um Super Willies—R1, Left, □, △, L1, △. R2. SELECT Maximum 1970s Icons-SELECT, O, Up, Left,

Down, Up. Down II. ium Swirly Cues--R1, Right, O, R2, R2, C. Right, SELECT Maximum of All Status Items (except 1970s

icons and Swirly Qs)-L1, A, Down, R1, O, Right, Up. SELECT R2, O, O, Down, Left, O, Right, Down

Clean "Pause" Screen-L2, Left, O, R2, Down, □ △, Down e Klaymen's Color-L2, O, O, Left, SE-LECT, L2, Up. Down

Psycho Kłaymen—Down, Right, △, L2, Up, Left. A. SELECT

Slow-Motion Mode—L1, △, Left, Down, R2, A. Left. SELECT Super Fast Klaymen-Left, □, R2, O, R1, Down, O. R2

Tiny Klaymen—R1, Left, □, △, R1, Left, □, △ Shoot Heads Instead of Bullets—Down, □, △, Down, Down, D. D. Right Skip Current Sub-Level—△, L1, L1, □, Right,

O. A. Down

Enter the following passwords from the pass word entry screen under "Load/Save" at the options menu

Ryan / Storm Sled—O, △, □, R2, R2, L1, ×, △ Tracey / Storm Sled—O, \triangle , \square , \triangle , R2, L1, \times , \triangle Gio / Storm Sled—O, \triangle , \square , L1, R2, L1, \times , \triangle Travis / Storm Sled—O, \triangle , \square , R1, R2, L1, \times , \triangle Nadia / Storm Sled—O, △, □, □, R2, L1, ×, △ Jay / Storm Sled—O, \triangle , \square , O, R2, L1, \times , \triangle Jackal / 400cc -L2, L2, O, R2, El, R1, L1, A Serger / 400cc—□, L1, □, L2, △, R2, ×, ○ Sergei / Storm Sled—O, △, □, ×, R2, L1, ×, △ Unlock Demo Track-R2, L1, △, □, △, R1, O, × Unlock Glacial Grind, Goat's Bluff, Perilous Pass, Lost Peak—□, X, R2, □, O, R1, O, △ Unlock Super Snocross 3 through 6-R2, △, X,

R2. △. □. O. × available in Track Select—C, L1, X, C, R2, X, △, O 'Mirror" available in Track Select---O. L1. R2.

R2, R1, X, △, L2

O, O, △, △, O, X, □, X—Invincibility △, △, O, O, O, X, □, X-All Weapons Stage Passwords

X, X, Δ, □, □, X, O, X—Gorgon
□, X, Δ, □, □, □, □, O, X—Dimensional Temple O, X, \triangle , \Box , \Box , O, O, X—Floating Fortress \triangle , X, \triangle , \Box , \Box , \triangle , O, X—Spirit Boq

X, \(\beta \), \(

△, □, △, □, □, △, △, X—Hall of Patriots X, O, △, □, □, X, X, □—Graveyard □, O, △, □, □, □, X, □—Nuclear Mine

O, O, A, D, D, O, X, D-Launch Center \triangle , \bigcirc , \triangle , \square , \square , \triangle , X, \square —Ulhaden Fier X. A. A. D. D. X. D. D. Garrison

□, △, △, □, □, □, □—Inner Sanctum

Level Select

then select "It's No Picnic." At the Chor Level screen that appears next, press L1, Up, Up, Down, Up, Left, Left, Up, R2. You'll hear a special sound effect if you've input it correctly and you'll be able to select any level

Campaign #1: Crimea-WORSTCASE Campaign #2: Black Sea-GRANDTHEFT Campaign #3: Caspian-GROZNEY Campaign #4: Dracula—C H E R N O B Y L Campaign #5: Kremlin--CTVTT W A R Cheat Password

Enter the password THEBIGBOYS to play with infinite ammo, fuel, armor and attempts

At the car-select screen, hold L1 + L2 + R1 + R2 + SELECT + Down and press △: now all of the cars in the game will be available Extra Camera Views

During a race, press START, while the game is paused, press Right five times, then Left five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings Change the Time of Day

At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:

. Hold L1 + L2 to race in bright daylight . Hold R1 + R2 to race at night

. Hold L1 + L2 + R1 + R2 to race at twilight

At the menu screen where your character walks across the globe, hold the START button and press O. C. O. C Hidden Messages

Also at the "globe" menu, hold the START button and press \bigcirc , \triangle , \triangle , \bigcirc . You'll see the cade on the screen to confirm. Now hold START + SELECT and press O, O, O, O to see a hidden message. You can also try \triangle , \triangle , \triangle , \triangle or \square , \square , \square ; repeat each code to turn the corresponding message off. Handbag Code

At the globe menu, hold the START button and press \square , \triangle , \bigcirc , \triangle . With that code on the screen, enter the television studio with your "act" prepared, Instead of standing in a line the Girls will be crowded around a pile of handbags on the floor Naked Spice Code

At the globe menu, hold the START button and press O, \triangle , \triangle , O. Next, press L1 + L2 + R1R2 + START + SELECT simultaneously to reset the game. During the loading sequence you'll get an alternate title screen that shows the Spice Girls...naked?

Cheat Codes

Press the START button at any time duri the game to pause, then enter either of the owing cheat codes at the pause screen Refill Energy + Weapon Power-Up--Press △, X, X, X, O, X, \(\sigma\), \(\Lambda\), \(

• Change into a Flea—Press △, □, O, △. Repeat the same code to change back into the soider.

From the main menu, select "Special," then select "Cheats." At this screen, you may enter any of the cheats below. Note the spaces in some of them. After entering a correct code, you'll hear a special sound effect, plus a short description of the code will appear on the

Unlock almost everything—EEL NATS Symbiote Spidey costume--BLKSPIDE Spidey 2099 costume—TWNTYNDN Captain Universe costume—S COSMIC Spidey Unlimited costume—PARALLEL Scarlet Spider costume --- LETTER S. Amazing Bag Man costume—AMZBGMAN Ben Reilly costume—BNREILLY Peter Parker costume—MJS STUD Quick Change costume—ALMSTPKR Storyboard viewer---CGOSSETT All 6 game comic covers—ALLSIXCC

Level select-XCLSIOR All 32 comic covers—CMC BUFF Movie viewer—WATCH EM Character viewer—CVIEW EM What If contest—GBHSRSPM Big head-DULUX Joe! Jewett as J. Jonah Jameson-RULUR Invulnerable—RUSTCRST Infinite webbing—STRUDL Debug info on screen--LLADNEK

Enter the following cheat codes at the title screen. Note that if you press any other buttons before entering the codes they won't

Down, Down, Left, Right, Up, Left, O. R2-Unlock at tracks and classes
Up, Left, Left, Right, Down, Right, L1, — Start with \$1,500,000 in Season Mode

START

Cheat Codes

At any time during gameplay, press START to pause the game, then enter any of the codes below You'll hear a special sound effect after entering a correct code. Each code's effects will take place as soon as you unpause the name, except for the "View credits" code, which will take effect immediately. Learn all abilities—O, O, O, O, E

Big head mode-Up, Up, Up, Up, R1, R1, R1,

Parappa mode-Left, Right, Left, Right, L2, R2, L2, R2,

View credits—

O,
O,
O,
O, Left, Right, Left, Right, Left, Right

At any time during gameplay, press L1 + R1 + R2. Sparx will point in the direction of the nearest gem for as long as you hold these buttons down

At any "Mission Briefing" screen, press Left, Right, Up, Down five times and the credits ovie will immediately appear. Unlack Everythina

At the "Stellar Cartography" screen, press Up, Left, Down, Right, Up, Right, Down, Left, Up, L1 + R1, L2 + R2. Each of the last two combi nations of buttons must be pressed precisely at the same moment or the code won't work The screen will flash white and the words "Cheats On" will appear after entering the code correctly.

At the main menu, select "Ontions," then "Preferences." Next, press R1 + L1 and a passcode entry interface will appear. Enter WATTO SHOP as a passcode You won't receive any special confirmation, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked characters will become available, plus Darth Maul, Boushh and Lobot!

Debug Menu

tions" and press △, O, Left, L1, R2, □, O, Left. You'll hear a special sound effect if the code was entered correctly To access the Debug Menu, hold L1 + SELECT and press △.

At the "Mode Select" screen, move the curso

to "Bonus Game," then press SELECT, SELECT, Up, SELECT, SELECT, SELECT, Up, SE-LECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT. A message will ımr after entering it correctly Unlock All Bonus Games
At the "Mode Select" screen, move the cur

to "Bonus Game," then press SELECT, SE SELECT, Up, SELECT, Right, SELECT, SELECT. A message will immediately appear after enter ing it correctly

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At the "Mode Select" screen, move the curso to "Practice" then press SELECT, SE LECT, SELECT, Down, SELECT, Right, SELECT, Down, SELECT, SELECT, SELECT, SELECT, Maniac Mode will appear under Practice Mode/Trial Mode. A message will immediately appear after entering it correctly.

Unlock Sample Data
At the "Mode Select" screen, move the cursor to "Practice," then press SELECT, Down, SE-LECT, Left, SELECT, Up. SELECT, Up. SELECT. Right, SELECT, Up, SELECT, Left, SELECT, Up, SELECT, Right, SELECT The "Sample" option wil, appear in the pause screen only in Maniac Mode. A message will immediately appear after entering it correctly

Enter the following codes at the main menu. You'll hear a voice say "Yeah!" each time you

enter a code correctly

Right, O. D. Left, D. O. R1, L1—Unlock courses Right, Right, R1, R2, Left, Left. L1, L2-Unlock

Left, Left, . Right, Right, O. R1, R1-Unlock Left, Right, O, , R2, L1, L2, R1—Unlock Mick Right, O, Left, Left, O, O, O, O-Unlock

Rozobo

Enter the following codes at the title screen. You'll hear a special sound effect after enter-

ing a correct code Uniock all skaters—Left, Left, O, O, L2, □, Right, RZ

Unlock all boards—O. O. D. O. D. D. O. R1 Unlock all courses—Left, Right, Left, Right, O, 0.81.

Max Trick Level and Skill Points-L1, C, Left, Left, RZ, Left, R1, Left Unlock "Mov.e" item in main menu-R2, R2,

L1, L2, L1, R1, R1, R1 Alternate Clothes

Hold L1, L2, R1 as you select a character at the "Skater Select" screen

SUPER PUZZIE FISHTER I TYRRED

Each of the following codes works at the character-select screen in all modes excent

Street puzzle mode. Akuma (Player 1)-Highlight Morrigan, hold SELECT, press Down, Down, Down, Left, Left,

Akuma (Player 2)-Highlight Felicia, hold SE-LECT, press Down, Down, Down, Right, Right,

Right, O Dan (Player 1)-Highlight Morrigan, hold SE-LECT, press Left, Left, Left, Down, Down, Down O

press Right, Right, Right, Down, Down, Down,

Devilot (Player 1)-Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, O (same as Dan code, but you must press O at the exact moment when the times is at the 10-second mark)

Devilot (Player 2)—Highlight Felicia, hold SE-LECT, press Right, Right, Right, Down, Down, Down, O (same as Dan code, but you must press O at the exact moment when the timer

ss at the 10-second mark)
Hsien-Ko's Sister (Player 1)—Highlight Morri-

gan, hold SELECT, press Right, O Hsien-Ko's Sister (Player 2)—Highlight Felicia. nold SELECT, press Left, Left, O Anıta (Player 1)—High-ight Morrigan, hold SE-

LECT, press Right, Right, O Anita (Player 2)—Highlight Felicia, hold SE-LECT, press Left, O

At the Select Event screen, Press R1. A prompt will appear that will allow you to enter a the codes below. You'll get confirmation from the announcer after entering a correct code N 0 C R 4 S H-The bikes never crash B 1 G B 1 K 3 S-The bikes are big G 1 4 N T S--Giants on mini-bikes M 3 R C V R Y-Mercury gravity V 3 N V S-Venus gravity M 0 0 N-Moon gravity M 4 R S-Mars gravity

J V P 1 T E R-Jupiter gravity S 4 T V R N-Saturn gravity VR4NVS-Uranus gravity N 3 PT V N 3-Neptune gravity LVT0-Pluto gravity

H 0 P—Add hop button M 0 R 3 C 4 M S—Extra camera modes N 0 R 1 D 3 R S-No riders on bikes H 3 4 D L 3 S S—Headless riders

BLOCK M3-Opponent riders get in your way NOOFFTRACK-No more off track S K 1 P P 1 N G 0 K-No more getting reset

B 1 G S P R 4 Y-Bigger dirt spray

From the main menu, select "Arcade," then select "Bonus Items." Next, press □ to enter

Big helmets—BIG_HELMETS Headless riders—SLEEPYHOLLOW nvisible pikes--FLOATING

any of the codes below

All Weapons + Infinite Ammo During the game, press START to pause. High "Weapons" at the pause menu, hold Right + L2 + R2 + □ + ○ and press X.

Stage Select During the game, press START to pause. Choose "Options" at the pause menu, high-light "Select Mission," then hold Left + L1 + R1 + SELECT + □ and press X.

Pause the game and move the cursor to "Silenced 9mm" in the "Weapons" menu. Then, Ho d Left + L1 + R2 + SELECT + - X (in that order). You'l hear a sound effect confirming input of the code

SUPPLY SHAFE Y

At the title screen, hold Up + SELECT + L1 + R2 + □ + ○ and press X twice. If you entered the code correctly, a message will appear when you take control of your character saying that you're playing on Hard difficulty.

During gameplay, press START to enter the sub-screen. Then, move the cursor to "Map. Next, hold Right + LZ + R2 + ○ + □ and press X. You'll hear a special sound effect if you entered it correctly. The "End Level" item will appear within the "Cheats" menu under the

Super Apent During gameplay, press START to enter the sub-screen. Then, move the cursor to "Weaponry." Next, hold L2 + SELECT + O + and press X. You'll hear a special sound effect if you entered it correctly. The "Super Agent" item will appear within the "Cheats" menu under the "Options" menu.

During gameplay, press START to enter the sub-screen. Then, move the cursor to "Brief " Next, hold Right + L1 + R2 + O and press X. You'll hear a special sound effect if you en-tered it correctly The "Disc 1 Movies" and "Disc 2 Movies" items will appear within the "Cheats" menu under the "Options" menu.

At the main menu, press Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down Down, Down. A new menu item, "Cheats' will appear. After entering this menu, you ca press Right and Left to cycle through the different lists of stages. In-Game Cheat Menu

To access a second cheat menu, enter the code above. Before you enter the "Cheats" menu, press L1, R1, L1, R1, L1, R1, L1, R1, L2, R2 You'll hear a special sound effect afte putting it correctly. When you press START to pause during gameplay, a new menu item, "Cheat Menu" will appear.

Galaga Secrets

To continue playing the Galaga loading game as many times as you wish, just press the SE LECT button whenever the screen displays your "Number of Hits" If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave: there are eight waves in all. If you don't like using the D-pad to move your ship, you can use the L and R buttons on top of the controller. Hold ing the ∧ button gives you rapid-fire.

Double Ships There are two ways to get twin ships in the

mini-Galaga game.

Method 1: If you destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less, you'll get the double ships for the second wave through the rest of the

Method 2. When you first load the game, wait for the PlayStation logo to appear, hold Up. 11. A and X on Controller 2 until the Galaga game starts. Now you can use the twin ships on the first wave. Secret Character: Devil Kazuya

To play as Devil Kazuya, you must score a per-fect "40" on all eight waves of the Galaga game without using more than one contin and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the START button

to choose his evil alter-ego.

Hidden Characters When you beat the game in one-player mode with a particular character, the "boss" charac-ter you defeated will become available as a ble character in all game modes. When you play in one-player mode as one of the "boss" characters, you'll face Kazuya; beat him and he, too will become a playable character. Beat the game as Kazuya and you w face Devil, defeat him to add Devil and Angel to your ranks. Finally, when playing in oneplayer mode, you must win Stage 3 with very little energy left; you'll hear the announces say, "Great!" if you've met this requirement and your next opponent will be Roger of Alex. Defeat him and you'll have all of game's characters at your command. To play as Alex, highlight Roger and press either Kick button; to choose Angel, highlight Devil and press either Kick button. Note: You must have earned all of these characters to perform any of the following tricks: Kazuya's Purple Suit

Highlight Kazuya and press START to see his slick purple suit. This works in every game except Team Battle and can o used by one player in a two-player game. Super-Deformed Characters

Hold the SELECT button before the "Vs." screen appears; your character will be inflated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger . Punch-Out!! Mode

Hold the L1 and L2 buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspection your character drawn in green wire-frame, just like Nintendo's classic Punch-Out!! arcade There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your opponent. r Juggie Mode

Hold SELECT and Up on the D-pad before the "Vs." screen appears; when the round starts, you'll hear an explosion sound. Now whenever you use an attack that makes your oppo nent go up in the air, they will go much higher, which makes juggling more interest

TEMETHE STEALTH ASSASSING Restore Health

Press START during the game to pause, then press Left, Left, Down, Down, C, C, A, C to refill your energy.

reminyour energy.
Increase Item Capacity to 99
At the item select screen, hold L1 and press
Left, Left, Down, Down, D, C, A, C.
Unlock All Secret Ninja Tools At the item select screen, hold R1 and press Left, Left, Down, Down, □, □, △, ○.

increase Item Inventory At the item select screen, hold L2 and press Left, Left, Down, Down, C, C, A, X Avame's Sexy Armor

At the item select screen, press Left, Left, Down, Down, C. C. A. O. Enable Japanese Voice-Over At the "Select Stage" screen, hold L1 and press Left, Left, Down, Down, □, □, △, ○.

Enable Enemy Layout Selection Screen At the "Select Stage" screen, Hold R1 and press Left, Left, Down, Down, I, I, A, X. Debug Mode

At any time during the game, press START to pause, then hold L1 + R2 and press Up, A,

Down, X. Left, F. Right, O. Next, release L1 4 R2 and press L1, R1, L2, R2, then press START to unpause. Now you can call up a program-mers debug menu at any time during the ame by pressing L2 + R2. The debug menu allows you to do all kinds of incredible things, including refilling your items, warping to any point in any stage, placing enemies or objects wherever you want them and much more.

TENCHU 2 BINTH OF THE ASSASSING

Unlock Missions
At the "Mission" screen, hold O + □ + SELECT and press Right, Right, Up, Left, Down,

At the "Mission" screen, hold O + and press R1, R2, L2, L1, Up. Down, Left, Right, SELECT You must press Right or Left repeatedly to scroll the selected character to Tatsumaru. Unlack Office in Mission Editor

From the main menu, select "Mission Editor hen, select "Edit Mission." Next, at the "Edit Mission" screen, hold L2 and press O,

Left, Right, O,

You'll hear a special sound effect if you entered the code correctly Now, when you adjust your "Mission Settings," you'll be able to select the Office location instead of the Doio Unlack Missions in Mission Editor.

At the "Edit Mission" screen, hold O and press Up. Up. Down, Down, Left, Right. To unlock additional missions, you may also hold O + R2 and press Up, Down, Down, Right, Left, Left. You'll hear a special sound effect if you entered either code correctly Unlock All Items

At the "items" screen, press [], [], O, [], O, O, Left, Up, Down, Right, R2, R2. All items will appear after entering the code correctly increase Item Count

At the "items" screen, hold R1 +
and press Right, Down, Left, Up. The inventory of each of your items will increase by 1 after entering the code correctly. You may enter this code reneatedly to obtain up to 98 of every item. Complete Map

At any time during gameplay, hold SELECT and press O five times. After entering this code correctly the entire mission's map will be revealed You'll have to repeat this code every time you look at the map. Restore Health

At any time during gameplay, press START to pause, then hold □ and press Left, Right, Up, Down. When you release □ the game will unpause automatically and you'll have all your health. Each time you use this code, it will count as being spotted once.

Secret Codes

Enter these codes at the "Enter Your Name" screen under "Race Menu." You'll recieve no special confirmation from the game after entering each code, but each code you enter will be in effect even if you enter you name, then back out all the way to the main menu. Unlock all tracks-ERERTH Unlock all cars—D F G Y Freeze time limit-FFOEMIT 6,000,000 credits—A K J G Q

TEST DRIVE LE MANS

Race as the Jet-M M 2

Unlock all Challenges-POIOP

Unlock "Stop The Bomber"-R F G T R

Secret Codes

Change your name to any of the names below to get the corresponding effects. Race as the Audi R 8R-M A Y O U
Race as the BMW V12 LMR-P O H L I N Race as the Toyota GT-1—PINOU Race as the Spacecraft on a course in space-NAIMAR Race as the Spacecraft—M M 1

Race as the Mad car—M M 3 Race as the Taxi—M M 4 Race as the Bus-M M S Rare as the Ice car-M M 6 Race as the Submarine—M M 7
Race as the Hot Dog—H O T D O G Race as the Cheese—FROMAGE Race as the PorkPie—PIE Race as the Pizza—PIZZA

Race as Team Baptiste—B U G G Y 2 Race as Team (vanov—B U G G Y 3 Race as Team Lumiere—B U G G Y 4 Race as Team Morgen—B U G G Y 5

Race as Team Roberts—B U G G Y 6 Race as Team Rossi-B U G G Y 7



TEST DRIVE OFF-ROAD 3 Cheat Codes

From the main menu, select "Arcade." At the "Name Entry" screen, enter any one of the codes below. You'll hear a bird chirp after entering a correct code. You may toggle each cheat code on and off in the "Cheat Menu" screen under the "Options" menu. Note the spaces in some of the codes.

Sumo-Style—YOKOZUNA Stunt Mode—TURN TRICKS All Upgrades—MAD HOOKUP All Divisons—SAD CLOWN All Tracks—LEAD TO ROME All Cheats-ZAKARY >

THRASHER: SKATE AND DESTROY

Secret Character From the main menu, select "Skate,"then select "Roach" as your character. At the charac-ter name screen, enter "beesuitguy" as your

TINY TANK

From the main menu, move the cursor to "New Game," then hold down L1 + L2 + R1 + R2 + Left + O and press SELECT.

TOMB RAIDER II

Exploding Lara
Using the R1 button, walk forward, then backwards. Turn completely around three times, then jump backwards. Lara will ex-

All Weapons & Items

Using the R2 button, step left, step right, then left. Switch to the R1 button and walk back wards, then forwards. Turn completely around three times, then do a backwards jump and hit the Roll button (O in the default control configuration) to face the opposite direction in mid-air. If you did it right, you will hear a rifle load. You'll get all weapons fully loaded up to 999 shots, 99 big and small HealthPaks and 99 flares

Using the R2 button, step left, step right, then left. Switch to the R1 button and walk backwards, then forwards. Turn completely around three times, then do a forward jump and press the Roll button (O in the default control configuration) to face the opposite direction in mid-air. Lara will freeze in mid-air and you'll warp to the end of the current

TOMB RAIDER III -

If you manage to find all of the 59 secrets in the game, a bonus level called All Hallows will be unlocked.

To find a secret little room in Lara's mansion go behind the diving board and push the button you find there. A door will open up nea the stairway in the main hall. There's a lever. Pull the lever, do a flip, hit the sprint button and head for the door across the way before it closes. Inside is a collection of Lara's prizes. Cheat Codes

These codes can be entered at any time during gameplay (not while paused). You must enter them fairly quickly:

 All Weapons, Items & Ammo—L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, L2, R2. Lara will scream if you've entered the code correctly

-L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2. Lara will say "No" if you enter the code correctly. • All Secrets—L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2, R2, L2, L2, Lara will sigh if you enter the code correctly. This code gives you credit for finding all of the secrets in the current level. Remember to enter this code on EVERY level if you want to access

the secret All Hallows stage.
• Racetrack Key (in Lara's Home)—R2, L2, L2. 12, R2, 12, 12, 12, 12, 12, 12, R2, 12, 12, 12, 12, L2, R2, L2, L2. Enter this code in Lara's Man-sion and you'll get a key that unlocks the

dune buggy track outside.
• Refill Health—R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, You'll hear Lara wince when you enter this code correctly.

TOMB RAIDER CHRONICLES

At any time during gameplay, press SELECT to the sub-screen. Then, hold Down + R1 + R2 + L1 + L2 and press \(\triangle \). You won't receive any special confirmation for entering this code correctly, but if you look at the subscreen again, you'll see new items in your in-

TOME RAIDER: THE LAST REVELATION

Skip Level At any point during a game, face exactly north (use the compass on the inventory screen to check your orientation). Then, in the inventory screen, highlight "Load," hold L1 + L2 + R1 + R2 + Up and press \(\triangle \). If the compass dle is not pointing precisely north, the code won't work.

TOMORROW WINES NES

At any time during the game, press START to pause and enter any of these codes in. The game will automatically un-pause after a cor rect code has been entered. You may re-enter the same code to turn its effects off. Entering the "Debug Info" code multiple times will allow you to view different screens of debug-

ging output. 100% Health—SELECT, SELECT O O Un Un

0% Health-SELECT, SELECT, O. O. Down Down, SELECT Invincible—SELECT, SELECT, O. O. A. A. A. A. nvulnerable to Enemy Bullets—SELECT, SE-

LECT, O, O, △, SELECT HUD Toggle-SELECT, SELECT, O. O. Left. Right, SELECT Max Weapons—SELECT SELECT O O 11 11

Remove Floor-SELECT, SELECT, O. O. SELECT,

Complete Mission—SELECT, SELECT, O, O, SE-LECT, O

Debug Info-SELECT, SELECT, O, O, L2, R2 Camera Cheat-SELECT, SELECT, O, O, R2, R2 Move all objects and enemies by walking—SE-LECT, SELECT, O, O, SELECT, SELECT, △, △
Remove all objects except enemies—SELECT, SELECT, O. O. SELECT, SELECT, CL.C.

Display movement boundaries-SELECT, SE-LECT, O, O, △, △ Run faster-SELECT, SELECT, O. O. C. C. O. O.

Main Menu Codes Enter these cheats at the main menu. You'll hear a special sound effect after entering a correct code. Movies can be accessed from the "Options" screen. For the "Access All Mis-" code, you'll be able to select any i sion even though some of them may be

Unlock All Movies-SELECT, SELECT, O, O, L1, L1, L1, L1, L1, L1, L1

Access All Missions-SELECT, SELECT, O. O. L1, 11.0.11.11

TONY HAWKIS PRO SKAYER

Cheat Codes Enter each of the following codes in the middle of a game. You must press START to pause the game, input the code, and press START again to unpause. After successfully inputting code and before pressing START for the seand time to unpause, the pause screen will shake left to right briefly. You may have to guit the current game a restart a new one to see some of the codes' effects. For the Unlock Levels code, you will still be able to play all the levels even though the screen will tell you they aren't unlocked.

Unlock Levels, Videos, Boards, & Officer Dick-Hold L1 and press O, Right, Up, Down,

O. Right, Up, □, △ All stats at 10—Hold L1 and press □, △, Up,

All stats at 13-Hold L1 and press X, Q, Q, A, Up. Down nlock Levels—Hold L1 and press △, Right,

Up, □, △, Left, Up, □, △ Unlimited Special—Hold L1 and press X, △, ○, Down, Up. Right Big Head Mode-Hold L1 and press [], O, Up, left left

Unlock "Skip to Restart" in pause menu— Hold L1 and press □, ○, X, Up, Down
Slow Motion Mode—Hold L1 and press □, Left, Up, 🗆, Left

Unlock Private Carrera First, enter the Officer Dick code, or unlock him through normal means. Next, enter Career mode and choose Officer Dick as your character. During gameplay, press START to pause the game, then hold L1 and press \triangle , Up, \triangle , Up, \bigcirc , Up, Left, \triangle . Note that this time the screen will not shake when you correctly enter the code. Next, quit career mode. From the main menu, begin career mode again and select "Continue," and Private Carrera will apear in place of Officer Dick.

TONY HAWK'S PRO SKATER 2 Unlock Almost Everything

At any time during gameplay, press START to pause, then hold L1 and press X, X, X, \(\tilde{\text{L}}\), \(\text{L}\), \(\text{Up}, \text{D}, \times, \text{L}, \times, \text{L}, \text{L}, \text{L}, \text{L}\), \(\text{L}, \text{L}, \text{L}, \text{L}, \text{L}, \text{L}, \text{L}, \text{L}, \text{L}\), \(\text{L}, \text to right after entering the code correctly. Next, select "End Run," and messages will appear describing all the newly unlocked items and features-including the ability to play as Spider-Man! Infinite Special

At any time during gameplay, press START to pause, then hold L1 and press X, △, O, O, Up, Left, △, □. The words on the pause menu will shake left to right after entering the code cor-

rectly Faster Gameplay

At any time during gameplay, press START to pause, then hold L1 and press Down, \square , \triangle Right, Up, O, Down, C, A, Right, Up, O. The words on the pause menu will shake left to right after entering the code correctly Fatter Player

At any time during gameplay, press START to pause, then hold L1 and press X, X, X, X, Left, X, X, X, Left, X, X, X, Left. The words on the pause menu will shake left to right after entering the code correctly. You may enter this code multiple times to increase the

Thinner Player At any time during gameglay, gress START to

pause, then hold L1 and press X, X, X, X, \ X, X, X, X, E, X, X, X, X, E. The words on the pause menu will shake left to right after en tering the code correctly. You may enter this code multiple times to increase the effect Turn Blood Off

At any time during gameplay, ores START to pause, then hold L1 and press Right, Up, 🗆, The words on the pause menu will shake left to right after entering the code correctly. You may repeat this code to turn blood back on. All Stats at 10

At any time during gameplay, press START to pause, then hold L1 and press X, A, O, C, A, Up, Down. The words on the pause me shake left to right after entering the code cor-Bio Head Player

At any time during gameplay, press START to pause, then hold L1 and press Q, O, Up, Left, Left, D. Right, Up, Left, The words on the pause menu will shake left to right after entering the code correctly.

TREASURES OF THE DEEP Cheat Codes

Each of the following codes must be entere while the game is paused; just press START to freeze the action at any time and you're good to go. Note that most of these codes can be ctivated; just enter the same code a secand time to switch it off.

 Infinite air—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, ○, X, □, Up, Right, Down, Left

Down, Left

Infinite health—Down, ×, Left, □, Up, Up, Δ, Δ, Right, Right, Q, Q, Δ, X, ×

*Turbo speed—Down, ×, Left, □, Up, Up, Δ, Δ, Right, Right, Q, Q, R1, R2, R1 All equipment—Down, X, Left, □, Up, Up,
 △, △, Right, O, O, L1, L1, L1, L1, L1, R1, R1. R1, R1, L2, L2, L2, L2, R2, R2, R2, R2

 All weapons—Down, X, Left, □, Up, Up, △,
 A, Right, Right, O, O, R1, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2

■ Access all missions—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, Down, Right, Up. Left. A. X

TRICK'N SNOWBOARDER

Resident Evil Snowboarders
At the title screen, press △, △, X, X, □, ○, □ O. You'll hear a special sound effect if you enter it correctly. At the main menu, select "Free" mode and select a course. At the "Player Select" screen, press L2 or R2 to access Leon, Claire or a Zombie character from the Resident Evil series

WCW MAYHEM

Enter any of the following passwords at the Pay-Per-View Password screen: LYHDNGYS-Hidden wrestlers unlocked

CBCKRMS-Special area select CHT4DBST-Quest cheat enabled DPLGNGRS-Doppleganger select en-

abled N G G D Y N L N—Test Case 1 unlocked PLYNTRCLSC--Classic Nitro setting PRNTSTMN—Stamina print enabled
MKSPRCWS—Bionic created wrestlen M S K D L T L R Y-Masked Little Rey Enabled

At the title menu—the one that says "Start Game" and "Options"—press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SE-LECT, you'll hear a sound to confirm the code. Now you have access to 96 secret characters. Secret Arenas

At the options menu, highlight the "Ring" option. Instead of pressing Left or Right on the D-pad to change the ring, press R1, R2, R1, R2, SELECT, then press SELECT repeatedly to advance through the list. When you do this, you'll be able to access several secret rings, including a space station and more.

Change Body Size
Enter one of the following codes at the character-select screen to change the way you wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code Big Head-R1, R1, R1, R1, R1, R1, R1, R2, SE-LECT

Big Head, Hands and Feet-R2, R2, R2, R2, R2, R2, R2, R1, SELECT

X-MEN: MUTANT ACADEMY

Unlock Everything At the main menu, quickly press SELECT, Up, L2, R1, L1, R2, You'll hear a special sound effect if you input the code correctly.

X-MEN VS. STREET FIGHTER

cret Options Menu At the main menuathe one that save "Rattle Mode/Vs. Mode/Training Mode" etc.—press Δ, Δ, Right, Ο, L1; you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options:

"Game Mode" lets you use a limited version of the "tag team" option from the X-Men vs. Street Fighter arcade game. To do this, set "Game Mode" to "Original", then start a game in Vs. Mode. At the character-select screen, Player 2 must choose the same charac ters that Player 1 has chosen, but in the opposite order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (that's L1 + R1 if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partper, who enters with an immediate attack on your opponent

If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs. Mode

Play as Apocalypse

First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the SELECT button and press any action button. Apocalypse will appear as your chosen character. Here are some of his moves:

↓ ¥ → # + Fierce Punch—Drill

↓ ¾ → ↓ ¾ → + any button—Mace **XENA: WARRIOR PRIANCESS**

At the main menu, press Up, Up, Up, O, C,

Up, Right, Left. You'll hear a special sound e fect to confirm the code 4x Sword & Armor Upgrades

At the main menu, press \triangle , \square , \triangle , \square , \square , Up, Up, Up. You'll hear a special sound effect to **(38)**

4



Stage 04-Medal, Medal, Player's Plane, Enemy Plane Stage 08---Player's Plane, Enemy Plane, Enemy

Plane, Medal Stage 12—Bullet, Enemy Plane, Player's Plane,

Stage 16-Enemy Plane, Enemy Plane, Bullet, nemy Plane Stage 20-Player's Plane, Medal, Bullet, Play

er's Plane Stage 24—Bullet, Player's Plane, Medal, Medal Stage 28-Medal, Enemy Plane, Medal, Enemy

A BUG'S LIFE

Level 2—9 L K K Bonus Level—B L 2 6 Level 3-5 P 9 K Level 4---6 6 5 2 Level 5-8 K K 2 Level 6-2 P L B Level 7-6 5 6 2 Level 8-1 598

ANTZ

Stane 2-B C C B Stage 3—D Q G H Stage 4-H G G F Stage 5—N B F G Stage 6—K G B F Stage 7-0 G J J Stage 8-G Q H G Stage 9—F L D P Stage 10—K G Q Q Stage 11-D L G Q Stage 12—C B H G Stage 13-JBJG

Stage 14—PLDP Stage 15—L F G B Stage 16-D O L D Stage 17—C L P G Stage 18-D L H D Stage 19--- LFQ G

ASTEROIDS (Gaine Boy Color version)

Enter these passwords from the "Single Player" option under the main menu SPACEVAC—Zone 2 STARSBRN—Zone 3 WORMSIGN-Zone 4 INCOMING-Zone 5

PROJECTX-Unlock Excalibur ship ORTREATR-Unlock Classic Asteroids The option to play Classic Asteroids will appear on the main menu

C H E A T O N X-Unlock cheat menu Press SELECT in the middle of a game to activate the cheat menu. You'll be able to warp instantly to any stage. Also, setting "Hits off" to

BABE AND FRIENDS

001 will make your ship invincible.

evel 2-B 0 B Level 3-R N 6 Level 4-G 5 M Level 5-R M 1 Level 7-T Y O BATTLE ARENA TOSHINDEN

d

Text Debug Mode When the Takara logo appears at the start of

the game, press B, A, Left, Right, B, A, Down, Up, B, A. You'll hear a signal to confirm the code and you'll be sent to a secret menu

where you can read all of the text that appears in the game.

Boss Code After the Takara logo disappears at the start of the game, a picture of Ellis will appear. When you see her, press Up, Down, A, B, Right, Left, A, B. You'll hear a signal to conthe code; now when you start the game, you'll have four additional characters to choose from: the bosses Uranus, Sho, Gaia and Gaia II

BATTLETOADS IN RAGNAROK'S WORLD

At the title screen, hold Down, A and B, then press START. You'll start the game with five lives instead of three

BOARDER ZONE

Unlock Time Course 4—1 3 1 0 9 5 Unlock Time Course 5—0 2 0 9 7 Unlock Trick Course 5—2 9 0 7 7 Un ock Slalom Course 5—3 1 0 1 6 9

SUFFICIENCY THE VANAPIRE SLE VEH

3 N K F Z 8—Episode 2 9 M D 1 W V—Episode 3 X T N 4 F 7-Episode 4 S B V P L 2—Episode 5 9 D 6 F D S-Frienda 6 BNPXZ9—Episode 7 G H 9 M R Y-See the ending

THE BUGS BUNNY CRAZY CASTLE

Level 73-W 3 R 2 Level 74-W/ 1 F 3 Level 75-X 3 J 2 Level 76—X 1 K 2 Level 77---W E M 2 Level 78-W H C 2 Level 79-X E A 2 Level 80-X H O 2

THE BUGS BUNNY CRAZY CASTLE 2

Level 20-1J N t T Level 22-T Y R F Level 23-L O V E Level 24-NOTE Level 25--J A Z Z Level 26—H E L P Level 27-KING Level 28—G I F T

BUGS BUNNY CRAZY CASTLE 3 Stage 5—S T B X 4 R Stage 10—L 4 B X 4 N Stage 15—4 2 B 2 G 8 Stage 16—G H B 2 4 8 Stage 20-3 9 B V 4 ● Stage 25-7 Y 5 V G T Stage 30-V D 5 8 G T Basement Passwor Stage 31-Z 8 5 2 4 C Stage 35-F M X X G I Stage 40—TJXV8K Stage 45—D S L 2 8 6 Treasury Passi Stage 46---8 C L V D J Stage 50---? D L 8 8 9 Stage 55-R3LVDR Stage 60-99L8DH Old Castle Password

BURAL FIGHTER DELUXE

Stage 2-H G K M Stage 3—CPFG Stage 4—JJCM Stage 5—D K L F

BUSTOWNOUS MILLERGOST

"Hidden" Puzzle Mode (Normal Field)
At the title screen—while the words "PRESS START" are flashing—press A, A, Down, Up. A purple Space invader will appear in the lower eft corner of the screen to confirm the code. Now choose "Puzzle Mode" from the Stage Clearance menu and select "Normal Field when the Mode Select screen appears. You'll be able to choose a new "Hidden Mode" from the next screen; it has a completely new set of puzzles. "Hidden" Puzzle Mode (Wide Field)

At the title screen -- while the words "PRESS START" are flashing—press Left, Right, B, B. A yellow Space Invader will appear in the lower left corner of the screen to confirm the code Similar to the "Normal Field" cheat above this code gives you the opportunity to select "Hidden Mode" when you choose the Wide field in Puzzle Mode

Unlock All Secret Characters At the title screen—while the words "PRESS START" are flashing—press B, A, B, Down. A blue Space Invader will appear in the lower left corner of the screen to confirm the code. Now you will find eight additional characters to choose from (including Bob, Dreg and Sonic Blast Man) in any game mode that has a character-select menu.

CARMAGEDDON

Enter 0 Z 6 S Z D © V as a password to unlock all stages. You'll also start with the Abba Cab and 40,000 credits

CARROT CRAZY

Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press START to pause, then press SELECT to warp to the end of the cur-

CASTLEVANIA / LIEE IN DIVING REVENDE Start with 9 Lives

Enter the password Candle, Candle, Heart, Heart Hard Mode

Enter the password Blank, Eyeball, Blank, Eyeball

Sound Test Enter the password Heart, Heart, Heart, Heart

CHECKEY MIN

Enter the following passwords to start at any

level you choose. See page 30 of the game's instruction manual to learn the names of the medals. If you don't have a manual, here are the names of the medals in order (gress Down to advance through the list); Bronze, Cross, Valor, Silver, Honor, Bravery, Crown, Dia Level 2—Bronze, Cross, Crown, Bravery Level 3-Diamond, Bravery, Honor, Bronze

Level 4-Cross, Bravery, Bronze, Bronze Level 5—Crown, Diamond, Crown, Honor Level 6—Valor, Diamond, Cross, Silver Level 7-Honor, Valor, Cross, Bronze

Level 8-Diamond, Silver, Cross, Crown

Level 9—Honor, Valor, Bravery, Diamond Level 10—Bronze, Bravery, Cross, Bravery Level 11—Silver, Cross, Silver, Diamond Level 12—Bravery, Diamond, Cross, Valor

Level 13—Silver, Cross, Bravery, Bravery Level 14-Valor, Crown, Valor, Valor Level 15-Bronze, Crown, Cross, Honor Level 16—Valor, Silver, Bravery, Bravery Level 17—Bronze, Silver, Valor, Diamond Level 18—Crown, Valor, Diamond, Silver Level 19—Cross, Silver, Silver, Crown

Level 20-Silver, Diamond, Valor, Bravery Level 21-Crown, Valor, Cross, Sriver Level 22-Honor, Cross, Crown, Cross Level 23—Crown, Silver, Cross, Honor Level 24—Honor, Diamond, Valor, Diamond Cheat Passwords

Enter any of the following codes at the password screen just as you would enter the stage nasswords listed above. You'll hear a signal to confirm each code; note that it's different from the sound you hear when entering an incorrect password (and Fowler will not say that he doesn't recognize the password). You can enter as many of these codes as you wish in order to combine their effects; you can also enter a stage password when you're done -Diamond, Honor, Cross, Crown Infinite chicken feed-Valor, Valor, Bravery Bronze

Mr. & Mrs. Tweedy can't see you-Crown Bronze, Honor, Valor Walk through solid objects—Cross, Diamond,

Silver, Valor Press SELECT while paused to skip stage— Honor, Valor, Bronze, Silver

CONTRA: THE ALIEN WARS

Enter the password H2F2, then start the game. When you want to skip a stage, press START; instead of activating the "pause" feature, you'll be warped to the next stage

DONKEY KONG LAND II

At the "Select Game" screen, highlight a saved game file, hold Left or Right on the D-pad and press A, B, A, B, A, B repeatedly until you hear a signal. You'll enter that saved game with 47 Kremcoins, enough to pay off Klubba and enter the Lost World from any Kiosk

EVEL KNIEVEL Enter LASTSTAGE as your password. You'll get a message that says "Invalid Password!" and you'll be returned to the main menu. How-ever, if you select "Start New Game" you'll be able to play the Snake River Canyon level im-

INCENSIVE ONE Secret Rooms/Level Warps When you find the exit in the first level of the

mediately

Cyberscape game, shoot the exit five times, you'll be sent to a special room with a speedup pod, a nine-lives pod and warp doors to tevels 10, 15, 20 and 25. If you shoot at the nine lives pod three times, it will change into a key, grab it and the west

wall of the secret room will open to reveal another room with a speedup god, an automag pod, a level 3 armor pod and warp doors to levels 30, 35 and 40. (Watch for the Ninia in this room, though) Note that the armor pod did not disappear when you took armor from it. Travel to the

west wing of the secret room and find the

Stage 61—6 Z L X D H











9

wall that faces south. (When you see the south wall, there will be a flashing warp door to your right, that's the exit to level 40) Shoot the south wall once, then touch it. Then go back around the corner to the armor pod. Touch the pod and shoot it to get a key that opens the south wall and a third secret area with two ninjas. Defeat them to find an automag pod, an armor pod and warps to lev-

els 45, 50 and 55. Next, go to the southeast corner of this room, shoot the east wall, then touch it. Now go back to the automag pod and touch it three times; it will turn into a key that will open the east wall in the corner, which leads to yet another secret room. Inside are automag, speedup and armor pods as well as three more nasty ninias and warps to levels 60 and

Finally, check out the east wall of this newest room Stand near the center of the wall and move slightly to the left; now touch this part of the wall five times and shoot it once to en a secret door that leads to the final part of the first level. Just inside the door is a warp to level 70, but there are also four ninjas waiting for you

THE FINAL FANTASY LEGEND

At the title screen, press SELECT + START + B and hold all three buttons down for about three seconds. When you release the buttons, a sound test menu will appear.

FINAL FANTASY LEGEND II

At the title screen, hold SELECT + B and press

FIST OF THE NORTH STAR

Last Stage—X K P 7 2 Q N V H R J G U 5

GAME & WATCH GALLERY

Reset Cartridge Memory At the title screen, don't press Up, Up, Down, Down, Left, Left, Right, Right. If you do, you'll lose all of your high scores and saved mile-

GAME BOY CAMERA

Play the Space Fever II game until you achieve a score of 2,000 points or more. The next time you play Space Fever II, a new "?" option will appear between the Ball and "DJ" items, shoot this object to play a secret game called Runi Runi Runi, if you win the race, press the A button rapidly to raise the flag at the victory screen Earning 2,000 points in Space Fever II also changes the function of the "Credits" option, instead of the dancing man, you can now see the real credits sequence.

To reveal the secret "?" photos in Album B. you must perform the following tasks (check ne Hi Score table and the "Record" screen to see how close you are):

- Page B3, photo 1—Shoot at least 60 photos. Page B3, photo 2—Delete at least 60 photos.
 Page B3, photo 3—Transfer 15 photos to an-
- other Game Boy Camera using the link cable.

 Page 83, photo 4—Receive five photos from
- ne Boy Camera that shows the male symbol of at the User Name screen

 • Page 83, photo 5--Receive five photos from
- a Game Boy Camera that shows the female
- symbol Q at the User Name screen.
- Page B3, photo 6-Print at least 30 pictures with the Game Boy Printer

• Page B3, photo 7—Get a score of 3,000 points or more in the Space Fever II mini-

game. Page B3, photo 8—Get a score of 5,000 points or more in the Space Fever II mini-

Page B4, photo 1-Get a score of 7,000 points or more in the Space Fever II mini-

Page 84, photo 2—Get a score of 500 points

or more in the Ball mini-game. . Page 84, photo 3-Get a score of 700 points

or more in the Ball mini-game. • Page B4, photo 4—Get a score of 1,000

points or more in the Ball mini-game. Page B4, photo 5—Get a time of 17 seconds

or less in the Run! Run! Run! mini-game.
• Page B4, photo 6—Get a time of 16 seconds or less in the Run! Run! Run! mini-game.

Secret DJ Ontions Each of the following tricks works in DJ mode

when your character is on the screen:

If you highlight "SE" and tap Right on the D-pad, the song will restart from the begin ning Try tapping Right repeatedly to "stut-

ter" the first note.

If you highlight "SE" and hold the O-pad diagonally in the Up/Right position, the music will be temporarily transposed into a higher register. Likewise, if you hold Down/Right, the music will change to a lower key.

If you highlight "Tempo" and hold Left on

the D-pad, the music will play in reverse. Print DJ Music

First, connect your Game Boy to the Game Boy Printer and turn the Printer on. Next, enter DJ mode, press SELECT to access the "Trippy-H" synthesiser screen, make sure the "Sound I" tab is high-ighted in the upper left corner of the screen, hold the START button and press A. The Printer will spit out a long table of information that tells you everything you need to program the current tune on any Game Boy Camera. (Note: The Game Boy will stop playing music during this process. Please be patient, as the printer must pause to load data several times before the printout is complete.) You can use these printouts to exchange music data with your friends.

When using the "Stamp" function, position any stamp on the photo and continue to hold the A button down. After a few seconds, the stamp will begin to "flip" horizontally: if you release the A button at the right time, the stamp will remain flipped over on the screen Change Speed

At the title screen, hold Up to make Mario dance faster or Down to slow him down. This also works on the funny face at the "View menu You can also change the speed of the "Slide Show" by pressing Up or Down.

GAME BOY PRINTER

Flin the Stamps

Press and hold the FEED button when you turn the Game Boy Printer on. You can release the FEED button when you start to see an image appear on the paper; it's a secret message along with a tiny picture.

GEX: ENTER THE GECKO

Choose "Password" from the main menu and

enter the following code: 4444

11111

61140

This password unlocks all of the gates so you

can access any level. Remember: To make a solid arrow in the password, hold the B button and press the D-pad in the direction of the arrow To make an outlined arrow, hold A instead.

GHOSTS 'N GOBLINS

Level 2—L ♥ K ♥ ♥ ♥ B L Level 3—Q 0 M ♥ ♥ ♥ 1 H Level 4-P55 #7 #84

Level 5-T 18 ♥ 7 ♥ 2 h Level 6—JJT♥7♥7L Final boss—K D C ♥ H ♥ S H

Quest 2 Passwords Level 1—G N ♥ ♥ K 0 0 H

lavel 2-6 N 1 9 5 0 8 I Level 3-X 4 3 ♥ 5 0 M R Level 4-L 5 5 H 9 1 1 4

Level 5-D N 7 ♥ 9 3 ♥ 7 Level 6-X N 9 ♥ 9 3 3 3 Final boss-N 8 C ♥ K 4 0 N

GUDZILLA THE SERIES

Level 2-N C F R G J J B B K Level 3-D M TELSBEOM Level 4—PKDJMPLNPS

Level 5-KDQLHRNDCN Leve, 6-D M J M B J R F F R

Unlock Hidden Characters Before starting a game, rename the character "KELLY" to "SUMNER." Many hidden characers will appear in the menu

THE HUNT FOR RED OCTOBER

At the title screen, press B, SELECT, Left, Right, START to access a "Starting World"

Start With 25 Missiles

Back Yard Passwords

At the map screen, while your course is being shown, hold A + B and press Up, Down to start that stage with extra missiles Start With 25 Subs At the map screen, while your course is being

shown, hold A + B and press SELECT, Up, Down to start that stage with extra sub

HOT WHEELS STUNT TRACK DRIVER

To unlock all of the tracks and the secret Twin Mill car, enter the password Up, Left, Down, Right, Right, B. iving Room Passwords

Shadow Jet-Right, Up, Right, Down, Up, A Tow Jam-B, B, Left, Up, A, B Way 2 Fast—Right, A, Right, B, Left, Down Sildeout—Down, A, Up, A, B, B Two Mill-Down, Left, B, B, Right, B

Shadow Jet-Right, B, A, Right, A, Right Tow Jam-Left, Left, Up, A, Right, Right Way 2 Fast-Down, Right, B. Right, Down, B. Slideout-Left, B, Left, Right, Down, B Two Mill-Up, B, Down, Down, Right, Left Game Room Passwo

Shadow Jet-Up, B, Up, Up, Left, A Tow Jam-Left, Left, Up, Left, A, Left Way 2 Fast-Right, Right, Down, A, Down, B Slideout-Down, B. B. B. Right, Down Twin Mill-Right, Up, Right, B, B, Right Kitchen Passa

Shadow Jet-B, Left, B, Up, Up, Left Tow Jam—Down, Up, Left, Down, Down, A Way 2 Fast—Up, A, A, Down, Left, Up

Slideout—A, A, Right, Right, B, Down Twin Mill—Right, Up, Right, Down, A, Right

Barn Passwords

Shadow Jet-Down, Left, Up, A, Up, Up Tow Jam-B. B. B. Left, Left, Up Way 2 Fast—Left, Up, A, B, B, Right Slideout—Right, Up, Left, Up, Left, Right Twin Mill—Right, Left, Up, A, Up, Down

JAMES BOND 007

To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BJACK" to play Blackiack, "BACCR" to play Baccarat or "REDOG" to play Red Dog.

JUDGE DREDD

At the title screen, press A. Left, Right, Left, Right, B, then press START. A stage-select menu will appear

THE JUNGLE BOOK Cheat Menu

Press SELECT to access the options menu, then highlight the Music/Effects test and listen to the following sounds in order. 40, 30, 20, 19, 18, 17, 16 and 15. A top-secret cheat menu will appear

NULER INSTITUTE

Choose any character; then, at the match-up screen just before the fight starts, hold Right D-pad and quickly press SELECT, START, B. A.

THE KING OF FIGHTERS '95

When the Takara logo appears at the beginning of the game, press the SELECT button repeatedly for different effects as follows:

Press SELECT three times to access two hidden characters, Saisyu and Rugal. Press SELECT 20 times for one additional

hidden character, Nakoruru If you press SELECT 25 times, you get the hidden characters, plus you'll start each battle

with your Super meter maxed out . If you hold A + B and press SELECT at the Takara logo screen, you'll be able to choose the same character up to three times for a sin-

KLAX (Game Boy Color version)

gle team in Team mode.

Pillar, yellow alien, green diamond, green diamond See the credits Blue square, pillar, green diamond, green

7

8 0

alien—Read the "story of Klax" Yellow alien, pillar, pillar, green alien-Read the real story of Klax

Green alien, green alien, red circle, blue are---Mini-game (programmers' heads) Red circle, green diamond, blue square, green alien---Mini-game "Snake"

Green alien, green alien, blue square, green alien-Mini-game "Fürd Herder

THE LEGEND OF ZELDA: LINK'S AWAKENING

Exploding Arrows At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that

explode. Boomerana Trick

Stand near the roocter and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.









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550h

Stage Skip
At any time during the game, press START to pause, then quickly press B, A, A, B, A, A. You'll immediately skip to the next stage.

LUCKY LUKE

Horse

Stagecoach-Dog, Prospector, Horse, Luke,

Painful Gulch-Dog, Dog, Prospector, Prospec tor, Luke Train-Luke, Horse, Horse, Prospector, Luke

Saloon-Horse, Prospector, Horse, Prospector, The Prairie-Prospector, Luke, Luke, Dog,

Buffalo-Dog, Horse, Luke, Prospector, Prospector Ranch—Luke, Horse, Dog, Prospector, Dog

Rapids-Horse, Horse, Luke, Dog, Prospector Cheyenne Mountains-Prospector, Dog, Luke, Horse, Dog Tornado—Luke, Luke, Dog, Prospector, Horse

Jail-Dog, Horse, Luke, Prospector, Dog MARY-KATE & ASHLEY: GET A CLUE!

M H N T G F-The Case of the Missing N I R R T C-The Case of the Rock & Roll Mys

R G T M N L—The Case of the Green Ghost FBLHCH—The Case of the Summer Camp

MEN IN BLACK: THE SERIES

Manhattan-2710 Sewers-1807 Aerodrome-0309

Rooftops--2705 Forest-3 1 0 7

Game ending-1943 Zaom Mode

Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game, hold the SELECT button and you can use the D-pad to make your character fly through the air to any part of the current stage. Stage Skip

Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 9; you will get an error message. Now press START to return to the Command Center and start a ne. At any time during the game, press START to pause, then press SELECT, you will be warped immediately to the end of the

PAORTAL KOMBAT

First, defeat Shang Tsung and win the gar Watch the credits roll by and wait for the words "THE END" to appear. Point the contro pad to the Upper Left position and hold it there and hold the SELECT and A buttons as well. Continue to hold those buttons down until the screen fades and the words "ENTER YOUR INITIALS" appear on the screen. Next, input your initials and press A. When the the high score table appears, press START; you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of Mortal Kombat where you play as Goro and all of your opponents have been given new

Secret Character, Smoke

When battling in the Kombat Tomb stage, watch for Dan "Toasty" Forden to appear; he's the little head that pops up in the lower right corner of the screen at certain times, usually after uppercuts or cool combos. As soon as you see him, hold Down on the D-pad and press the START button to warp to a battle against the secret ninja character, Smoke. Secret Character: Jarle

Watch the "Battle Plan" that shows who your next opponent is in one-player mode. When you reach the opponent just before the "?" square on the battle plan, defeat that oppo nent using only the Kick button in the win-ning round if you can do this, your next opponent will be the secret female ninja, Jade

MORTAL KOMBAT 4

At the difficulty select screen, press Up or Down to change the number of credits displayed at the too of the screen; you can start with up to five Kombat Codes

At the "Enter Kombat Code" screen just be fore a fight, enter the following codes using the D-pad. The numbers represent the number of times you have to press Up to change the symbol in each hoy. You can also advance through the icons in reverse order by pressing Down. For example, to unlock Reptile as a playable character, enter the code 192-234 as

1) Highlight the first icon box, gress Up once 2) Highlight the second icon box, press Up

nine times (or Down once). 3) At the third box, press Up twice 4) At the fourth box press Up twice

5) At the fifth box press Up three times. 6) At the last box press Up four times. You'll get a message to confirm proper entry

192-234—Unlock Reptile 205-205-Fight against Reptile

0 0 1 - 0 0 1-- Unlimited Run 9 8 7 - 1 2 3-No power bars 1 0 0 - 1 0 0—Throwing disable

0 2 0 - 0 2 0-8locking disabled 688-422-Dark Kombat

9 8 5 - 1 2 5-Psycho Kombat 333-333-Randper Kombat 000-707-Computer starts with 1/4 life

7 0 7 - 0 0 0-Player 1 starts with 1/4 life 0 0 0 - 0 3 3-Computer starts with 1/2 life 0 3 3 - 0 0 0-Player 1 starts with 1/2 life

Adventure Park-D D M M N N The Living Room!-N N R R G G Voicano Underpass—C C L L R S Mean Streets--- J J M P P R tce Scream--S W W T C H

MARY-KATE & ASHLEY

The Case of Volcano Mystery-C B T H P M The Case of the Haunted Camp-G M Q T C K The Case of the Fun House Mystery—LHDDQJ
The Case of the Hotel Who-Done-It—MDGKMQ

Play as the Midway Biitzers-0 6 2 6 7 5 4 5 Play as the Emeryville Eclipse-0 0 6 0 6 7 4 4

Choose "Exhibition" from the main menu and choose a team. When the "Vs." screen appears, enter any of the following codes to get different effects:

Infinite Turbo-START, START, START, START, START, B. A. A. A. A. A. Up No Fumbles-START, START, START, START, B,

B. A. A. A. Down ible Receiver-START, START, START, START, B, B, B, A, A, A, Up No Pointer—START, START, START, B, B, B, A,

A. A. Left Start in Overtime-A, A, A, A, A, A, A, Up

Parking Lot Field-START, START, START, B, B, A, A, A, Down Space Field—START, START, A, A, Right

Night Game-START, START, B, B, A, A, Right Predator Mode-START, START, START, START, START, B, B, B, B, B, A, Up

ODDWORLD ADVENTURES

When Abe is jumping, press the START button to pause the game while he's still in mid-air. After you unpause, Abe will jump again, dou-bling the height (or length) of his original jump. You can continue to extend the same jump as many times as you want with the proper timing Passwords

Level 2-0-J C B C M Level 2-1-J M B C C Level 2-2-- LM C C B Level 2-3-JPCCD Level 2-4-- LT C C I Level 2-5~STCCS Level 2-6--S B C C T Level 2 7 TBFCO Level 3 1 TBKCI Level 3-2-TBTCB Level 3 3-T B T D Final Level-T 8 T B T

PITFALL: BEYOND THE JUNGLE

The Wilderness—S W N G R B T S Underground Caverns-FLTYWTRS The Volcano—G N G D W N The Prison 1-5 LTHHRNG The Prison 2—B N G D N S D The Scourge—S W P N G B L W

When playing Pokémon Yellow, your starting Pikachu will obey you no matter what level he is or how many badges your character has earned Knowing this, one quick way to blaze through the game is to trade your starting Pikachu into another Pokémon game that you've already finished and quickly level Pikachu up by having him lead off during battles in the Elite Four tournament. When you trade him back into Pokémon Yellow, your character will have no trouble contro him, even if his levels are maxed out and you haven't earned a single badge. This will only work with your Pokémon Yellow starting Pikachu, i.e the one that follows you around

Bucket-Head Pikachu

Pikachu trails behind your main character during the game, and you can turn around and "speak" to Pikachu to get a graphical representation of what's on his mind. When you take Pikachu fishing, maneuver your character so you're standing beside Pikachu. After fishing, turn to speak to Pikachu and he will respond with a bubble over his head with a picture of a fish in it. Zoom in on Pikachu and you'll see that he's put your fishing bucket on

POKÉMON PUZZLE CHALLENGE

Choose "Challenge" from the "1 Player menu; at the "Game Lvl " screen, hold SELECT Left and press A to unlock the "S-Hard" difficulty option. Hold SELECT + Right and press A to unlock the "Intense" difficulty setting

Extra Ontions

"Options" from the main menu, then hold SELECT + Left and press A; you'll hear a rhime. Now press Down to find seven new items at the Options menu, including a garbage limiter, an option to change the "slow" speed and the ability to toggle various game sounds on or off

POPEYE 7.

While the words "Push Start" are flashing at title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up. A secret menu "Popeye 2 Music Island" will appear. Use Up or Down and the A button to sample the game's music, or use Left or Right and B to hear any of the game's sound effects. The "Round" setting is a limited stage-select; press SELECT to change the number, then press START to begin at any of the following stages:

00-Round 1-1 01-Round 1-2 02-Round 1-3 03-Round 1-4 04-Round 2-1 05-Rni.nd 2-2 06-Round 2-3 07-Round 2-4

PRINCE OF PERSIA

At the title screen, press Right, Up, B, A, Down, Up, B, Down, Up, B.

RAMPAGE WORLD TOUR Two-Player Mode

To unlock a secret two-player link cable ontion, hold the SELECT button at the main menu and press Up, Down, Left, Right, Down, Up. Note that you must have two Game Boys. link cable and two copies of the Rampage cartridge to play in two-player mode.

RAMPAGE 2 UNIVERSAL TOUR

To start at any stage with any character, choose "Password" from the main menu, then construct a password as follows:

 Enter one of the following as the first character of your password to choose which charscter you'd like to play as:

B-Curtis D-Ruby

-George G-Lizzie

Reader









L-Noobus 2) Enter one of the following as the second character of your password to choose which area you'd like to start in:

R 415 A

C-Europe

D-Asia F-Everywhere else

G-Outer Space 3) Enter any character except 4, 5, 6, 7, 8, 9 and A as the third character of your pass to choose which city you'd like to start in Each area has 25 cities; enter B to choose the first city, C to choose the second, etc. all the way up to the number 3 which represents the

25th city in the chosen area. 4 - 8) Enter "B B B B N" as the fourth through

hth characters of your password. 9) Now you're at the last character of the password, so all you need to do is to try each character-one at a time-until you find the one that "locks" the password into place with a checksum. If you get sent back to the main menu when you press A, your password is in place, so just choose "Start Game" to begin

READY 2 RUMBLE BOXING

Enter any of the following codes below at the main menu Make sure "Arcade Mode" is highlighted. You'll hear a special sound effect after correctly entering a code.

Unlock Kemo Claw—Press Left, Left, Left, Right, Right, Right, Left, Right, Left, Right. Unlock Nat Daddy-Enter the code above then press Right, Right, Right, Left, Left, Left, Right, Left, Right, Left.

Unlock Damian Black—Enter the code ab then press Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left.

THE RUGRATS MOVIE

Train Crash—8 V B Y F J N D Hospital—T Q M M Y Q K Light Woods-R LD R C V R T Dark Woods--V N G B L J C Reptar Ride-B J G S M V S H Ancient Ruins-LJTBWQQD

RUGRATS: TIME TRAVELERS

MJNFLFVL—1800s Goldmine FGYPTLFV-Ancient Egypt VIII VINTIS-Atlantis IVRRVSJC Jurassic M F D 1 F V V I -- Medreval FVJRYLFV—Fairytale PIRVIEL V-Pirates CJRCVSLV-Big Top SPV CFLFV—Outer Space C O O K J F S S-Toy Palace North Wing B V B Y R J C F-Wild West CRVWLJNG-Toy Palace East Wing PLVYPFNS—Toy Palace South Wing TQYBQXFS—Toy Palace West Wing TRVJNSFT—On the Moon BVTHTJMF—Crane mini gami CFJNSTFR-Bell mini game

PRFSFNTS-Ending SAMURAI SHODOWN

To get three secret characters, press the SE-LECT button three times while Haohmaru is shown in the opening demo

8 V B Y G R Q W—Shooting mini game W F V N N J N G—Egg mini game

Enter any of the following passwords to start at the corresponding stage with all keys in your inventory and 31 lives in reserve. 5 G F 3 S G V 1 V—Level 1 The Laboratory G V 1 T-Level 2: Shadow Studi 7 G F 3 S G V 1 X-Level 3: Abandoned LA

6 G F 3 S G V 1 V-Level 4: The Shadow's Lair Hotel and Casino

THE SMURFS' NIGHTMARE

Hefty Smurf, Brainy Smurf, Handy Smurf-The

Rabbit Race Hefty Smurf, Cook Smurf, Astrosmurf-The Mysterious Planet

Brainy Smurf, Hefty Smurf, Hefty Smurf-The Workbench Gone Mad "Hard" Mode Passwords Brainy Smurf, Handy Smurf, Hefty Smurf-The

Rabbit Race Astrosmurf, Hefty Smurf, Brainy Smurf—The Mysterious Planet Hefty Smurf, Cook Smurf, Handy Smurf—The Workbench Gone Mad

SPACE HAVAILTES (Camin Buy Cities to ex-

Classic Mode—C1 5 5 1 2 8 1 9 9 9 D 8 M -WWYXTC2NQW79 Mars-7 W 7 4 V C L N 4 W 8 1 V 7 Jupiter-RSSN3QJ78?GJMC Saturn-WSP7MS08N7H8NF Uranus--- C V 1 ? Q W K G J 3 X 8 R 5 Neptune-H V 2 7 R W 1 G N 3 Y 0 R 7 Pluto-MV7HRCLH53Z5R9

Chanter 1-Snawn blank heart skull Chapter 2—heart, heart, skull, heart Chapter 3—heart, skuli, skull, blank Chapter 4—skull, Spawn, skull, heart Chapter 5—heart, skull, Spawn, Spawn Chapter 6—Spawn, Spawn, heart, blank Chapter 7-skull, Spawn, Spawn, heart

"Hard" Passwords Chapter 1-heart, heart, blank, Spay Chapter 2-blank, heart, Spawn, heart Chapter 3—Spawn, skull, blank, skull Chapter 4—heart, Spawn, skull, Spawn

Chapter 5-Spawn, heart, blank, Spawn Chapter 6-skull, skull, Spawn, heart Chapter 7-Spawn, heart, skull, Spawn

From the title screen, select "Continue," ther enter any of the passwords below. You'll au tomatically be taken to the corresponding stage after entering a correct password. Venom defeated—G V C B F Venom and the Lizard defeated-O V C L f

Connors Lab-G - F G N

Shortcut Through Hyperspace
If you're in trouble and can't wait for a warp

open up, hold down the SELECT button and press Left to take a shortcut through hyace You can only use this trick once in each level

STAR TREK: THE NEXT GENERATION

Enter the cheat code "OVERRIDE" at the pass word screen. When Picard appears to send you on a mission, you can choose different assignments by pressing Up on the D-pad.

STREET FIGHTER ALPHA

To fight Akuma as your first opponent, choose your fighter at the character- select screen. Then, when selecting Manual or Auto, hold B + A until the fight begins. To fight M. Bison instead, hold SELECT + B + A in the same way

TARZAN (Disney version)

Note. The following codes are shown in numerical form. To enter them, you must press Up on the D-pad the number of times shown for each of the four positions in the password For example, to start at the "Jungle Legend stage (1.2.6.3), enter the code as follows: Highlight the first character of the pass-

word, press Up once . Highlight the second character, press Up

. Highlight the third character, press Up six

· Highlight the last character, press Up three Now you can press START to lock in the pass-

The Jungle is my Playground—3 1 2 3 I'm No Second Banana-0 0 4 5 Jungle Legend—1 2 6 3 Go Out on a Limb-6 6 2 0 Ship Escape-5 4 3 6

Hold Down on the D-pad while turning to Game Boy on and continue to hold it until the game starts. When you choose a starting vel, you'll begin 10 levels higher than the one you chose.

TETRIS BLAST

At the title screen, press B five times. Then press START, and the "Fight 2" Mode op will appear. You'll fight against all of the

TOP GEAR POCKET

Enter the password "Y Q X — % Z" to unlock all cars and earn gold trophies in all courses.

TOY STORY 2

Scene 2—PBPP Scene 7-J B P J Scene 8-W P W P Scene 3-BJWJ Scene 9-11WW Scene 4-P J 8 W Scene 5-W B P P Scene 10-P B W J Scene 11-BPWW Scene 5-IPWW

Ending-WWWW TUROK 3: SHADOW OF OBLIVION

From the main menu, select "Options," then select "Password." Enter any of the pas

helow. You'll hear a special sound effect upon entering a correct code Infinite Ammo—ZXLCPMZ Infinite Lives--FJVHDCK

TWOUBLE

Granny's House-Hector, Granny, Tweety Taz, Sylve Granny's Cellar-Taz, Sylvester, Tweety, Hec-

In the Garden-Svivester, Tweety, Hector, Taz.

Out in the Streets-Hector, Tweety, Taz.

In the Toy Shop-Taz, Hector, Tweety, Sylvester, Granny

V-RALLY EDITION 99 (a.k.a. V-RALLY CHAM

FAST-Unlock "Medium" courses in Arcade

FOOD-Unlock "Hard" courses in Arcade

WACKY RACES

Enter the password "M U TTLEY" to unlock all of the secret characters and the "Crazy"

WARIO BLAST To play as Wario enter the password 2264. To play Bomberman enter the password 4622. At the beginning of the game you will begin at Level 1-1 but will have all of the Power-Ups

that you normally earn throughout the game. WARIO LAND: SUPER MARIO LAND 3

Pause the game and press SELECT 16 times, A cursor will appear in the lower left corner. Hold A and B, then press Left or Right on the D-pad to move the cursor. Press Up or Down on the D-pad to change the numbers

WORMS ARMAGEDDON

In the passwords below, each number corresponds to a picture in the password entry screen. From left to right, T is the skeleton worm, 2 is the pink-colored worm, 3 is the stick of dynamite, 4 is the red-colored worm, 5 is the banana and 6 is the blue-colored

WWF WRESTLEMANIA 2000

Championship Passwords Each of the following passwords will put you only two matches away from fighting ag the last opponent of the game, Vince McMa-Last Password for Billy Gunn-P K D Y

7

11 6

•

Last Password for Steve Austin—C T F V Last Password for The Rock-FT D 8 Last Password for X-Pac -R C D D

X-MEN MUTANT ACADEMY

At the title screen, press Down, Right, Down Up, Left, Right, B, A. If you entered the code correctly, you'll see a special message appear Uniork Apocalyose

At the title screen, press Right, Left, Up, Down, Left, Up, B, A. If you entered the code correctly, you'll see a special message appear

YARS' REVENGE

Enter the passcode "O + O O" to start at any stage up to and including Level 240.









Dreamcast tips



AERO WINGS

Unlock Everything Press L + R at the title screen. You'll hear a voice say "OK, good." When you begin a new game, you'll have access to all the stages and all the craft. Also, you'll have a score of 100 on every Blue Impulse Mission.

Special Options Begin a new game from the title screen and enter "TASCAS" as your name. A new section called "Special," will appear in the "Game Config" menu under the "Options" menu From here you can access three special op tions: Player Assist on/off, HUD on/off and

AERO WINGS 2: AIRSTRIKE

Unlock Everything!
At the "Game Select" screen, hold L + X and press Y. You'll hear a special sound effect upon entering this correctly; now all of the planes, maps and missions will be unlocked.

ARMY MEN: SARGE'S HEROES

Level Codes Spy Blue—TRGHTR throom-TDBWL Riff Mission-M S T R M N Forest-TLLTRS Hoover Mission—S C R D C T Thick Mission—S T P D M N Snow Mission-B L Z Z R D Shrap Mission—S R F P N K Fort Plastro-G N R L M N Scorch Mission-HTTTRT Showdown—ZBTSRL Sandbox-HTKTTN Kitchen-PTSPNS Living Room-H X M S T R The Way Home-V R C L N

CRAZY TAXI Use the Rickshaw Bike

At the character selection screen, highlight the character you would like to play as, then press L, R, L, R, L very quickly and press A. You'll hear a bicycle ring after pressing A if you entered it correctly. Note: If the code is not entered fast enough it won't work.

Another Day Mode At the character selection screen, move the cursor to the character you would like to play as. Press and release R once, then hold down R and press A. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

No Arrows Made
From the "Mode Selection" screen, choose er ther "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down R + START and press A. Don't let go of R + START until the words "no arrows" appear in the lower left corner of the screen In this mode, the arrow usually at the top of

the screen will never appear. No Destination Mark Mode

From the "Mode Selection" screen, choose el-ther "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down L + START and press A. Don't let go of L + START until the words "no destina tion mark" appear in the lower left corner of the screen. In this mode, the destination marker will never appear.

From the "Mode Selection" screen, choose ei-"Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down L + R + START and press A. Don't let go of L + R + START until the word "EXappears in the lower left corner of the screen. In this mode, both the destination arker and arrow will never appear

Alternate Views and Speedometer At any time in the middle of a game, plug a controller into port C. On this controller, pressing Y will switch the view to one of the 'replay" type cameras like in the game's ntro. Pressing B will switch the view to inside the driver's seat, and pressing A will return you to the original view. Additionally, if you press X five times, a speedometer will appea at the lower right corner of the screen. Subsequent presses of the X button will toggle it on and off

DEAD OR ALIVE 2

Secret Demo Scene First, change the "Your Age" setting in the "Others" Screen under the "Game Setting menu to above 20. Then play Survival mode and obtain a high enough score to enter your name. Enter your name as "REALDEMO" Now, you'll see a new demo scene that will appear amongst the others that play after the title screen appears. It will only appear at a specific point in the demo sequence so you'll have to wait a few minutes through the other demos

DRACONUS: CULT OF THE WYRM

At the title screen, press X, Y, Y, X, X, Y, Y. You'll hear a special sound effect after enterit correctly. Then, during gameplay, press START to pause and enter any of the codes

Restore Health-Hold L + R and press Left Level Skip-Hold L + R and press Down Super Code-Hold L + R and press Right.

EXPENDABLE

Secret Codes Enter each of the following codes during a game as follows: Press START to pause the game, input the code, then press START agai to unpause. After successfully entering a code, a confirmation will appear at the bottom of the screen after unpausing the game To access the level select, you must return to og the code the main menu after enter

1st Person View-L, Left, R, Right, X, X, Down, Invincibility-Up. Down Left Bloht X Up.

Down, Left, Right, Y More Grenades-Down, Down, Down, Down, Down, Up, Up, Up, Up, R

More Lives-A, B, X, Y, L, R, Up, Down, Left, Right

More Credits-A, B, Left, A, B, Right, B, A, Down, R Level Select-Up, Down, Up, Down, Up,

Level Skip-Y, Y, X, X, L, R, Down, Down, Up, Watch Ending-L, R, L, R, Left, Right, Left,

F355 CHALLENGE: PASSIONE ROSSA

Right, Y,) Extra Courses

Down, Left, Right, Right, Y

At the "Options" menu, hold down X + Y. When you do this, a new menu item, "Password" will appear. While still holding X + Y, move the cursor to "Password" and press A. At the following screen you may enter any of the passwords below. Note the upper and Unlock Fromano-Cinque Valvole Unlock Nurburgring—LiebeFrau Milch Unlock Laguna Seca—Stars & Stripes Unlock Sepang-K u a l a L u m p u r Unlock Atlanta—DaysofThunder

FIGHTING FORCE 2 Stage Select

At the title screen, press Left, Up, X, Up, Right, Y. You'll see the screen flash after in putting the code correctly. Choose "Start Game," and a level-select menu will appear

FLAG TO FLAG

Right after picking a track in arcade mo hold L + R + Down on the D-pad until the screen fades in; now the weather will be rainy.

Unlock All Gallery Images & Stranger From the main menu, select "Gallery " Then, press B, X, Y, B, B, Y, X, B. You'll hear a special sound effect if you entered it correctly. Also, when you start a new game, Shinnosuke's new craft, Stranger, will be available.

GRAND THEFT AUTO 2

Cheat Codes Before you begin a game, change your name to any of the following ones below. You n't be able to see that you've entered most of these correctly until you start a game Start with \$500,000—M U C H C A 5 H Start with \$9 999 999-U | TIM AT F Start with all weapons-BIGGUNS Start with 99 lives—BIGCATS Unlock all levels—SESAME Infinite energy—INFINITY No police—LAWLESS Start with infinite Double Damage power IID-D R L W A M M Y Start with infinite invisibility—S C O O B Y D O Start with Stun Gun & infinite ammo-

BIGFRIES Start with Flame Thrower & infinite ammo TOASTIES Blood splats-WOUNDED

Max respect for all gangs--A L L F R E N D All pedestrians are Elvis--E R R H U H Retain weapons even if you get arrested or die-LOSTTOYS

THE HOUSE OF THE DEAD 2 Display Score At the title screen—when the words "Press

Start" appear-press Left, Left, Right, Right, Right, Left, Right, START on the D-pad. When you begin a game, your score will be displayed at the top of the screen.

HYDRO THUNDER

Four-Second Boost + Super Start

At the beginning of any race, hold L before the countdown begins. When you see the number "3" on the screen, release L and hold R. When "2" appears, release R and hold L. When "1" appears, release L and hold R again. You'll get a four-second boost and a fast start when the race begins.

INCOMING

Cheat Menu

At the main menu, press Up, Down, Left, Right, X, Up, Down, Left, Right, Y. A new cheat menu will immediately appear.

LEGACY OF KAIN: SOUL REAVER

Secret Codes

At any time during the game, press START to pause, then enter any of the following codes

for different effects. You may also hold the R button instead of L when entering the codes below. You'll hear a special sound effect to confirm each code, and they will take effect as soon as you unpause the game Restore Health-Hold L, press Down, B, Up,

Lose Health-Hold L, press Left, B, Up, Up,

Max Health-Hold L, press Right, B, Down, Up, Down, Up

Restore Magic-Hold L, press Right, Right, Left, Y, Right, Down -Hold L, press Y, Right, Down,

Right, Up. Y. Left -Hold L, press Up, Up, Down, Right, Right, Left, B, Right, Left, Down

Fire Reaver-Hold L, press Y, Right, Down, B, Uρ Aerial Reaver—Hold L, press A, Right, Up, Up,

Y, Left, Left, Right, Up Kain Reaver-Hold L press A. R. Right, Y. Left, Left, Right, Up Fire Glyph-Hold L, press Up, Up, Right, Up,

Y, X, Right Force Glyph-Hold L, press Down, Left, Y, Down, Up

Stone Glyph-Hold L, press Down, B, Up, Left, Down, Right, Right Sound Glyph-Hold L, press Right, Right, Down, B. Up. Up. Down

Water Glyph-Hold L, press Down, B, Up, Down Right Sunlight Glyph-Hold L, press Left, 8, Left,

Right, Right, Up, Up, Left

MAG FORCE RACING All Tracks & Vehicles

At the main menu, hold X + Y and press Up, Left Down Right Right Un Down Right If you entered the code correctly, you'll hear a special sound effect.

MARVEL VS. CAPCOM Secret Characters Enter the following codes at the characterselect screen. Remember, don't press any ad-

ditional directional buttons before entering any code at this screen. Each of these characters has slightly different properties than their normal counterparts. Evil Morrigan—Move the cursor to Zangief,

then press Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down, X

Roll-Move the cursor to Zangief, then press Left Left Down Down Right Right Down Down, Left, Left, Up, Right, Up, Up, Right, Right X

Shadow Lady—Move the cursor to Morrigan, then press Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up. Up. Right. Right, Up, Up, Left, Left, Down, Down, Down, Down, X Orange Venom—Move the cursor to Chun-Li,

then press Right, Down, Down, Down,

Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up, X

Orange Hulk-Move the cursor to Chun-Li, then press Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Up, Left, Up, X



NA V Matt Schr













Dreamcast tips

Gold War Machine-Move the cursor to Zano ief, then press Left, Left, Down, Down, Right Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up,

Select Your Special Partner

Normally, the Special Partner is randomly chosen, but if you hold down any of the follow ing button combinations as soon as you select your second character, you can force the cur-sor to stop on a particular partner. Remember, you must hold these button combinations down until the selection cursor stops. Anrta-START + Light P. + Medium P. + Heavy

Arthur—START + Light P. + Medium P

Colossus-START + Light P. + Medium P. + Medium K Cyclops-START + Light P. + Medium P. +

Medium K Devilot—START + Medium P. + Heavy P Iceman—START + Medium P + Medium K Jubilee-START + Medium P. + Heavy P. +

Light K. Juggernaut—START + Light P. + Medium K Lou—START + Medium P. Magneto—START + Heavy P. + Light K. Michele Heart—START + Light P + Light K Psylocke—START + Medium K. Pure & Fur-START + Light K.

Rogue—START + Light P. + Medium P. + Heavy P. + Light K. Sakı—START + Heavy P. Sentinel-START + Medium P. + Heavy P. + Med.um K.

Shadow-START + Light P. + Heavy P. + Storm-START + Light P. + Heavy P. + Light K. Thor—START + Medium P. + Light K

Ton Pooh—START + Light P. + Heavy P Unknown Soldier—START + Light P U.S. Agent-START + Heavy P. + Medium K.

MDK 2 Alternate Costume for Kurt

At the title screen, hold L + R and press X, X, Y, X. You won't get any special confirmation, but after you start a new game and complete the first scenario. Kurt will appear without his coil surt

Alternate Camera Setting

During gameplay, press START to pause, then hold L + R and press B, A, 8, A. The new camera setting will take effect after you unpause the game. To return to the original camera setting, enter the code again.

MORTAL KOMBAT GOLD

Cheat Menu

At the title screen, quickly press Up, Up, Down, Down, Left, Left, Right, Right, You should hear a low chuckle after pressing Down the second time, then Shao Khan will say "Outstanding" if you complete the code quickly enough. Next, press START to reach the main menu, then press Block + Run (L + R in the default control configuration) simultaneously to access the cheat menu. Secret Characters

With the above code in place, access the character select screen, move the cursor to "Hidden." then enter any of the following codes to play as a secret character.

Sektor-Hold Block + Run, press Up, Up, Up, Up, Left, Left, then press A, B, X, or Y Goro-Hold Block + Run, press Up, then Left,

then press A, B, X, or Y Noob Saibot-Hold Block + Run, press Up, Up, Left, Left, Left, then press A, B, X, or Y

View Character Bio Screens

Enter the Kombat Theater screen from the Options menu. You can view the biography screen for each character by highlight corresponding photo and pressing the R but-ton This code works whether you've unlocked a particular movie sequence or not

Kombat Kodes When playing a two-player "vs." game, you can activate various effects by pressing certain ombinations of buttons at the versus screen For each code, the first digit corresponds to the number of times the Low Punch button must be pressed. The second digit corresponds to the Block button and the third digit corre sponds to the Low Kick button, 8oth players must input the same code completely before the versus screen fades out for it to work properly. The name of the code will be displayed at the beginning of the match if it was

entered correctly Unlimited Run

323-Kombat Zone, Church 343-Kombat Zone The Netherealm 353-Kombat Zone: Soul Chamber 363-Kombat Zone: Ladder7

321—Big Head Mode Activ 111-Free Weapon -Throwing Disabled

444-Armed and Dangerous -Silent Kombat 050-Explosive Kombat 222—Random Weapons

123-No Power 555-Many Weapons 002-Weapon Kombai

012-Noob Saibot Mode 020—Red Rain 010-Maximum Damage Disabled

110—Throwing and Max. Damage Disabled 011—Kombat Zone: Goro's Lair 022 -Komhat Zone: The Wel-

033—Kombat Zone Elder Gods 044-Kombat Zone The Tomb 055—Kombat Zone: Wind World 066-Kombat Zone Reptile's Lair

101-Kombat Zone: Shaolin Temple 202 Kombat Zone: Living Forest 303—Kombat Zone: The Prison

313-Kombat Zone Ice Pit

Enter any of the following codes at the "Codes" screen from the "Options" menu. Unlock Insomniacs Teams—D E V D U D E S Enable Huge Players—M O N S T E R Enable Micro Players—L I T T L E G U Y Enable Doughboy Players—D O U G H B O Y Enable Squished Players—5 Q U I S H Y Enable Grant Heads—F A T H E A D Enable Big Feet-BIGFOOT Enable Huge Basketball—BEACHBOYS Enable Ouchy Coaches—C O A C H O U C H Secret Message—H I M O M

NBA 2K1

Unlock Superstars Feature From the main menu, select "Options," then select "Codes." Next, enter "vc" (without quotation marks) as a cheat code. If you entered it correctly, a message will appear telling you that the Superstars feature was unlocked. You'll now be able to select from

NBA SHOWTIME: NBA ON NBC

Secret Characters To play as a secret character, enter any of the names and PIN numbers below when vot start a game. You'll hear a special sound effect after entering a correct code.

KERRI 0220 KERRI--1111 LIA-0712 HA-1111 PINTO-1966

HORSE-1966 SMALLS-0856 BIGGY 0958 NIKKO-6666 OI DMAN-2001 CRISPY 2084 ACKO-1031 THEWIZ-113 THEREE-7777

HAWK-0322 RENNY-0503 HORNET-1105 ROCKY 0201 TURRO--1111 BOOMER-0604 CRUNCH-0503

SLY-6765 GORII A .- 0314 SASQUA-7785 RAPTOR-1020 BEAR-1228 TURMEL-0322 GATSON-1111 GUIDO-6765

DANIEL-0604 JAPPLE-6660 IASON-- 3141 SAL -0201 IENIER-3333 JENIFR-1111

E GEER-- 1105 MATT G., 1006 TIMMYB--3314 GENTN --- 1228 ROOT IONHEY-8873

ELOFF 2181 LYNCH-3333 PAULO-0517 GRINCH-0222 1 EX-0014

DAVE-1104 STRAT -2112 CMSVID-0000 BETHAN-1111 STENTR-0269 LIPTAK-0114

THOMAS-1111 TIMK-7785 WIL 0101 CUTLER-1111 CHAD-0628 TIMCRP--6668

Choose Your Court After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming

a correct code Left Team's Court—Up + Turbo Right Team's Court—Down + Turbo Street Court—Left + Turbo land Court—Right + Turbo Midway Court—Up + Shoot + Pass NBC Court—Down + Shoot + Pass

Secret Codes At the match-up game just before the ga starts—while the announcer is saying "To-day's match-up," etc —enter the following codes using the Turbo, Jump, and Pass but-tons followed by a direction on the D-pad. For nple, to activate the "ABA Ball" code, (2-

3-2-Right) press Turbo twice, Jump three times, Pass twice, then press Right. A message will appear to confirm each code. Note: Some codes will not work in a two-player game un less both players enter the code. The codes that change the weather only work on out door courts

No Hotspots—2-0-1-Up Tournament Mode-1-1-1-Down Show Shot %—0-0-1-Down Show Hotspot—1-0-0-Down Big Heads—2-0-0-Right ABA Ball—2-3-2-Right Team Uniform—4-0-0-Right Hame Uniform-4-1-0-Right Away Uniform-4-2-0-Right Alternate Uniform-4-3-0-Right Midway Uniform-4-0-1-Right Snow-1-2-1-Left Blizzard—1-3-1-Left Rain-1-4-1-Left Foq-1-2-3-Up Night Fog—1-2-3-Left Thick Fog—1-2-3-Down

NFL 2K Secret Codes

Swamp Fog-1-2-3-Right

Enter any of the following codes at the "Codes" screen from the "Options" menu: L A R D—Fat players 5 Q U E E K Y-Announcer's voice is higher pitched and faster T U R B O-"Turbo" game speed in the Game Options screen becomes selectable D E D M A N-"SloMo" game speed in the Game Options screen becomes selectable S U P E R S T A R S-"Super Stars" team be-

mes selectable S C R A W L-Different screen font

NFL BLITZ 2001

Secret Cheats
At the match-up screen just before the game starts—while the announcer is saying "To-day's contest," etc.—enter the following des using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "No Punting" code (1-5-1-Up), press Turbo once, Jump five times and Pass one time, then press Up on the D-pad. A message will appear to confirm each code. Show field goal %--0-0-1-Down No CPU assistance—0-1-2-Down Show more field-0-2-1-Right Fast tubo running—0-3-2-Let Super blitzing—0-4-5-Up Big football—0-5-0-Right Hide receiver name-1-0-2-Right Tournament mode—1-1-1-Down No play selection—1-1-5-Left Super field goals—1-2-3-Left No punting—1-5-1-Up No first downs-2-1-0-Up Allow out-of-bounds Deranged blitz—2-1-2-Down Always QB—2-2-2-Left Always receiver-2-2-2-Right Unlimited throws—2-2-3-Right Power-up teammates—2-3-3-Up Fast passes—2-5-0-Left Power-up offense—3-1-2-Up Power-up blockers—3-1-2-Left Smart CPU—3-1-4-Down No highlighting of receivers—3-2-1-Down Jîtra hard Birtz—3-2-3-Up Mystery ball-3-2-3-Left No interceptions—3-4-4-Up Power-up speed—4-0-4-Left Power-up defense—4-2-1-Up No random fumbles-4-2-3-Down



Gray Berry,





y Martt Triplett,

TIPS & TRICKS



Simon Kemp, achdale, IN

Bronons playbook-1-1-5-Right Browns playbook--1-1-3-Left Buccaneers playbook-1-5-4-Left Cardinals playbook—1-0-1-Left Chargers playbook-1-4-5-Left Chiefs playbook-1-2-5-Left Colts playbook-1-2-3-Up Cowboys playbook-1-1-4-Left Dolphins playbook-1-3-1-Lef Fagles playbook--1-4-3-Left Falcons playbook-1-0-2-Left Giants playbook-1-3-5-Left Jaguars playbook—1-2-4-Left Jets playbook—1-4-1-Left Lions playbook—1-2-1-Left Packers playbook—1-2-2-Left Panthers playbook-1-0-5-Left Patriots playbook-1-3-3-Left Rams playbook-1-5-3-Left Raiders playbook-1-4-2-Left

Dreamcast tips

Steelers playbook—1-4-4-Left Titans playbook---1-5-5-Left Vikings playbook—1-3-2-Left NFL QUARTERBACK CLUB 2000

Rayens playbook-1-0-3-Lef-

Saints playbook-1-3-4-Left

Redskins playbook--2-0-1-Left

Seanawks playbook-1-5-2-Left

Cheat Passcodes
Enter any of the following cheats at the
"Enter Cheat" screen from the main menu You'll hear a ringing sound effect after enter ing a code correctly Rugby mode-r g b y Slow motion mode-frrst q m p More fumbles—bttrfngrs More injuries—hsptl Big football-b c h b l l Jelly football-fibbr Smoking players—h s n f r Thin players—tthpck Fat players—mrshmllw Giant coin at coin toss—b g m n y

Big Head Mode + Unlock Black Box Team

Plug a controller into port D and turn on the game When the Black Box logo appears before the title screen, hold L + R and quickly press B, B, X. After inputting it correctly, you'll hear a voice say "Oh, Black Box baby." When you start a game, all the players except for goalies will have big heads. Additionally, the ecret Black Box team will become selectable

NIGHTMARE CREATURES 2

Cheat Menu

At any time during gameplay, press START to pause, then hold L + R and press Left, B, X, Left, B, X, Left, B, X, A, X. If you enter the code correctly the "Cheats" menu will immediately appear.

At any time during gameplay, hold X + Y and press B to restore all your health.

PLASMA SWORD

Secret Character

At the character-select screen, press the following button combinations to temporarily unlock the corresponding character

Kande-Move the cursor to Rain, then pres-Down, Down, Left, Left, Up. Kaede will appear in the upper left come Rai-On-Move the cursor to Byakko, then oress Up, Down, Left, Left, Right, Left, Up. Rai-On will appear in the unper right corner

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxen Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the speci-fied class with all of the boxers available to

you. Note the spaces between words.
RUMBLE POWER-Bronze Class. In Arcade Mode, Kemo Claw is also unlocked RUMBLE BUMBLE—Silver Class. In Arcade

mode, Kemo Claw and Bruce Blade are also MOSMAI-Gold Class. In Arcade mode, Kemo Claw, Bruce Blade and Nat Daddy are also un-

POD SI---Champ Class. In Arcade mode, all boxers are also unlocked

Two-Player Ring Codes In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combi nations down while both players select a

R—Championship arena L-Two tier arena R + L—Gym

Change Costume Colors

At the boxer selection screen, press X + Y to change the currently-selected boxer's colors. Change Cornerman's Voice

The cornerman's voice is usually randomly selected, but you can choose it at the boxer se lection screen by holding the X button and pressing a direction on the D-pad before se lecting your boxer. You'll hear a special sound effect when you press the D-pad.

X + Up-Irish accent X + Left-New York accent

X + Right-African-American accent

X + Down—Hispanic accent Also, to change the voice to a high-pitched version of the Irish accent, hold L + R + X until you hear a special sound effect

READY 2 RUMBLE BOXING: ROUND 2 Secret Codes

Each of the following codes can be entered at any of the game's menu screens, but it's prob-ably easiest to input them at the character-select screen. You'll hear the bell ring to con firm each code; if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the Dreamcast off, while others will only affect the first fight that takes place after the code is entered Unlock all boxers and special outfits Left, Left, Right, L. Left, Right, Right, R. R. I. Press the X button to cycle through each

fighter's different outfits. righter's corrected outrits.
Faster gameplay—Press Right, Right, Up,
Down, Right, then R four times, then L.
Hyper speed mode—Press Left, Left, Down,

Up, Down, Right, Right, then R 19 times, ther Christmas boxing ring-Press Right, Up,

Down, Down, Down, then R eight times, then Thanksgiving boxing ring-Press Right, Up,

Down, Down, Down, then R seven times, then

Halloween boxing ring-Press Right, Up, Down, Down, Doy

endence Day boxing ring-Press Right, Un Down Down Down then & five times then L

Easter boxing ring—Press Right, Up, Dov Down, Down, then R four times, then I St. Patricks Day boxing ring-Press Right, Up,

Down, Down, Down, R. R. R. L. Valentine's Day boxing ring-Press Right, Up, Down, Down, Down, R. R. L.

New Year's Day boxing ring—Press Right, Up, Down, Down, Down, R. L. iee the Ending-Press Right, Right, Right,

Down, R. L. then exit to the ma you're not already there. Championship fight vs. Rumbleman Down, Right, Up, Left, then R six times, then

L then R. R. L. Zombie boxer—Press Left, Up. Right, Down, R.

Big gloves--Press Left, Right, Up, Down, R, L. Extra fat boxer---Press Right, Right, Up, Down, Right, R. R. L.

Extra thin boxer—Press Right, Right, Up, Down, Right, R, L.

Extra camera angles—Press R 20 times, then L, then R, then L, then R 21 times, then L, then R 18 times, then L, then R nine times, then L, then R 14 times, then L, then R five times. then L, Left, Right, Up, Down, L. Unlike the above codes, you'll hear an explosion and the word "RUMBLE!" when you enter this o correctly. Now start a game and press START to pause, you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons. Instant Rumbie Mode

At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter:

Level 1-R, L, Down, Up, Up, Left, R, R, R, L Level 2-R. R. L. Down, Up, Up, Left, R, R, R, R.L

Level 3-L, R, R, L, R, L, R, R, R, R, R, L, Left, Right, Up. Down nese codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter is staggering

and about to fall SEGA RALLY 2

At the title screen, press Up, A, Down, Down Left, Right, B, B, Up. You'li hear a sound effect to confirm. During races, the game's max mum "frame rate" will be reduced to a constant level. (In general terms, the ammation of objects and backgrounds appears smoother when a game's "frame rate" is higher; however, the frame rate may drop when there are too many objects on the screen.) Remove Effects and Backgrounds

At the title screen, press Up. A. Down, Down Left, Right, B, B, Down You'll hear a sound effect to confirm During races, all back-ground objects-like animals and peoplewill be removed, as well as some graphics efects like splashing mud. This helps the frame rate to stay at a higher level.

In the middle of a game, hold L + R and press B on the controller plugged into port B. You'll hear a special sound effect and the words "God Mode Enabled" will appear on the screen. Repeat the code to disable it Extra Items At any time during a game, hold L + R and

ress the X button on the controller plugged

nto port B. Five Items will materalize in front of you. You may repeat this code as many times as you like.

Reduce Enemy Attacks At any time during a game, hold L + R and press A on the controller plugged into port 8. You'll hear a special sound effect and the words "Al Firing Disabled" will appear on the screen. Now the enemies are less aggressive Repeat the code to disable it.

SONIC ADVENTURE Hidden Chao Puzzle VMU Game

Connect a controller with a VMU in its first slot to port D before turning on your Dreamcast with Sonic Adventure installed. You'll be able to play a hidden VMU game called Chao Puzzle on that controller when you start a game.

SOUL FIGHTER

At the title screen, hold Left + Y. Continue to hold these buttons until "Start" and "Options" appear on the screen. Then, enter the "Options" screen and select "Exit." Instead of exiting back to the main menu, the "Enter Code" screen will appear. At this point you may enter any of the codes below: After entering a correct code you'll hear a special

Extra energy-ABXXYA Max weapons—XAAYBB Level 2-A A B X Y A Level 3-XAYAAB Level 4-Y Y R A Y A Level 5—B A B X X Y Level 6-XAXBY Leve 7 ARYRYR Level 9-BYAAXB Level 10-X A B B A X Level 71_Y R V Y A R

Level 12-X 8 A X 8 Y SPEED DEVILS

Cheat Codes Enter the following codes at any time during a game. The words "Cheat Code Notification will appear on the screen after entering a correct code

Unlock cars and tracks-B, Right, B, Right, Up, B. Up Infinite nitro-Down, Up, Down, Up, A, X, A

Skip current class (Championship Mode only)—Down, Right, Down, Right, A. X. A. Gain \$100,000 (Championship Mode only)-A, Right, A. Right, Up. B. A.

STAR WARS: DEMOLITION

Unlock Characters

At the main menu, select "Options." Then, se-lect "Preferences." Next, press R + L and a passcode entry interface will appear. Enter WATTO_SHOP as a passcode, You won't receive any special confirmation after doing so, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked characters will become available, plus Darth Maul, Boushh and

STAR WARS EPISODE 1: JEDI POWER BATTLES Jedi Power Battle Mode

First, make sure there are two controllers plugged into the Dreamcast console. Next, at the main menu, select "New Game," then se-lect "2 Player." Afterward, at any time during neplay, on the first player's controller hold R + X + Y + B and press A. If you entered the code correctly, the text "Jedi Power Mode

Reader



Jeff Davis, uceville, IN











3 8 by Christine Long Beach, 1



Dreamcast tips

On!" will appear Now each player can damage the other with their own attacks. Enter the code again to disable its effects

STREET FIGHTER ALPHA 3

Play as Shin Akuma At the character selection screen, highlight Akuma, then hold START and press A

STREET FIGHTER III DOUBLE IMPACT

From the main menu of either Street Fighter III or Street Fighter III 2nd Impact, hold L + R, move the cursor to "Option," then press START. Next, without letting go of L + R, press Left, Left, X, X, Right, Right, Down, Left, Left, Y, Y, Right, Right, Down, Left, Left, X, Y, Right, Right, Down, Left, Left, Y, X, Right Right. If you input the code correctly, a new rtem called "Extra Option" will appear.

Unlock Alt Teams
At the main menu, press Up, Up, Right, Right, Y, Y, Y If you entered the code correctly, the Infogrames logo in the lower right corner of the screen will zoom in and out

Manual Ball Control At any time during gameplay, press START to pause the game, then press Up, Up, Down, Down, Left, Left, Right, Right, L. L. R. L. R. L. If you do this, the cursor will move through few different menus but don't word. You'll hear a special sound effect after entering it correctly. Now, after pressing START again to unpause, you may hold down L + R and press Left or Right at any time to change the direction of the ball

TEST DRIVE 6

Secret Codes From the main menu, select "Race Menu" and enter any of the following codes as your name. You'll receive no special confirmation from the game after entering a correct code The codes will still be in effect even if you back all the way out to the main menu. Unlock all tracks—E R E R T H

Unlock all cars--- D F G Y Unlock all Challenges—P O I O P Unlock "Stop The Bomber"-Freeze time limit—F F O E M I T 6,000,000 credits—A K J G Q

TNN MOTORSPORTS HARDCORE HEAT

Enter any of the following codes at the Mode Select screen. You'll hear a special sound effect after entering a correct code.
Unlock LE-2001—Y, X, Right, Left, Right, Left, Down, Down, Up, Up Unlock T4 jet aircraft-Left, Right, Down, X,

Random weather in Time Attack—R, X, X, X, X, X, X, X, Y, Y, Y, Y, Y, Y, Y, Y

TOKYO EXTREME BACER

Max Speed Display
In Quest mode, at the "Assist" screen just before beginning a race, press Y and you'll hear a special sound effect. During the game, your maximum speed ("P") and the Rival's maximum speed ("R") will be displayed at the top of the screen Other Car Mark

In Quest mode, at the "Assist" screen just be fore beginning a race, press L or R to toggle the "Other Car Mark," which simply will dis-play a yellow arrow labeled "O" above all non-rival cars you'll encounter.

TOM CLANCY'S RAINBOW SIX

Secret Cades

At any point during gameplay you may enter any of the codes below. You'll hear a special sound effect and see a message in the lower left corner of the screen after entering a corect code. You may enter any code twice to

disable its effects. Clodhopper Mode—Hold the analog joystick Left + the D-pad Down and press B.

Rude Mode—Hold the analog joystick Do + the D-pad Down and press B.

Turn Victory Conditions Off—Hold the analog joystick Up + the D-pad Down and press B. Team God Mode—Hold the analog joystick Left + the D-pad Down and press A. Avatar God Mode—Hold the analog joystick

Up + the D-pad Down and press A. Heavy Breathing Mode—Hold the analog joy stick Down + the D-pad Down and press A.

Mega Head Mode-Hold the analog joystick Left + the D-pad Down and press X. Big Head Mode-Hold the analog joystick Up

Stumpy Mode-Hold the analog joystick Left + the D-pad Down and press Y. Side Scroller Mode—Hold the analog joystick

Down + the D-pad Down and press Y.
Turn Brains Off—Hold the analog joystick Up + the D-pad Down and press Y.
Polska Mode—Hold the analog joystick Down + the D-pad Down and press X.

TONY HAWK'S PRO SKATER

Secret Codes

+ the D-pad Down and press X.

At any time during gameplay, press START to pause, then enter any of the codes below. If you input a code correctly, the pause menu will shake back and forth. If you cannot see

the code's effects immediately, you will have to return to the main menu and continue ir game. For the "Unlock levels" code, you will still be able to enter a level even if it appears locked. Unlock levels, boards, videos & Officer Dick-Hold L and press B, Right, Up, Down, B, Right,

Unlock levels-Hold L and press Y. Right. Up.

X, Y, Left, Up, X, Y Infinite Special—Hold L and press A. Y. B. Down, Up, Right

Big head mode—Hold L and press X, B, Up, Left, Left Slow motion—Hold L, press X, Left, Up, X, Left Unlock "Skip to Restart" in pause menu-

Hold L and press X, B, A, Up, Down Unlock Private Carrera First unlock Officer Dick, either by normal

means or the above code. Next, start Career Mode with Officer Dick as your character. At any time during gameplay, press START to nause then hold I and press Y IIn Y IIn R Up, Left, Y. Then, exit to the main menu and continue your Career Mode game. Private Carrera will appear in place of Officer Dick.

TONY HAWK'S PRO SKATER 2

At any time during gameplay, press START to pause. Then enter any of the codes belo The pause menu will shake left to right after entering a correct code. Press START again to unpause and resume play with the effects of the code(s) you just entered. However, you may have to return to the main menu and start another game to see some codes' effects. Unlock almost everything—Hold L and press A, A, A, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B Turn blood off/on—Hold L and press Right,

Un X Y

ig head mode—Hold L and press X, B, Up, Left, Left, X, Right, Up, Left

Infinite Special-Hold L and press A. Y. B. B. Up, Left, Y, X 25% faster gameplay-Hold L and press Down, X, Y, Right, Up, B, Down, X, Y, Right,

Un B Maximum stats—Hold L and press A, Y, B, X, Y, Up, Down

TOY COMMANDER

Secret Codes While in the middle of a mission, press START to pause the game and enter any of the fol-lowing codes. You'll hear a special sound effect when you press the last button of each

Max. Fuel-Hold L, press B, Y, A, X, B, X Repair Toy—Hold L, press A, X, B, Y, A, Y Power-Up Machine Gun—Hold L, press B, A Y, X, A, B

Power-Up Special Weapon-Hold L. press X. A, Y, B, A, X

99 Special Weapons-Hold L, press A, B, X, Y, Unlock All Missions-Hold L, press A, Y, X, B,

TRICKSTVE

Enter the following codes at the "Cheats" screen under the "Options" menu T F A R O U N D—Always win

IWISH-Infinite time TRAVOLTA-Power-up moves (all special moves unlocked) CITYBEACONS-Win everything (all

INFLATEDEGO-Big heads

ULTIMATE FIGHTING CHAMPIONSHIP

From the main menu select "Career" then "Make New Fighter " As you select the different parameters for this new fighter, change the first name to "Best" and the last name to Buy". Note the uppercase and lowercase characters in both words. When you do this your new fighter will have 999 Skill Points.

ing the code.

Secret Codes Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press A twice. Next. press the L and R buttons at the same time. You'll then be able to enter a code at the bottom of the screen You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings code, press A again immediately after enter-

Unlock all characters—U.A. KCOLNIII Maximum stats-LLA_DORTOH Invincibility—ELBICNIVNI Faster firing rate—RAPID FIRE Slower gameplay-GO_SLOW_MO Higher suspensions-JACK IT UP Faster cars—MORE_SPEED Heavier cars-GO RAMMING Quick start in Arcade Mode-QUICK_PLAY Play alone in Arcade Mode-HOME_ALONE Hover higher-HI_CEILING Unlock original V8 levels—OLD_LEVELS No gravity—NO GRAVITY Big wheels—GO MONSTER Watch all endings—LONG_MOVIE No wheel attachment icons-DRIVE ONLY Super missiles-BLAST FIRE Attract enemies-UNDER FIRE

same cars in multi-player-MIXED CARS

WIRTUA EIGHTER 3TR

Fight Against the Alphabet Character
At the main menu, select Normal Mode, At the character select screen, move the cursor to Akira and press START. Then move the cursor to Lau and press START Next, move the cursor to Pai, hold START and press X

Play as the Alphabet Character At the main menu, select Normal Mode. At the character selection screen, move the cur-sor to Akira and press START. Then move the cursor to Lion and press START Next, move the cursor to Pai and press START. Select any character to play as and he/she will appear a the alphabet character.

Play as Dural At the character select screen, press Down Up, Right, Left, START; Dural's picture will appear in place of Akira. Use the D-pad to enter the code, not the analog loystick.

VIRTUA STRIKER 2

Enter any of the following codes below at the team selection screen after starting a game in Arcade mode. For each code, move the cursos to the first team specified, then press START. Then, move the cursor to the next team specified, and press START again. When you press START for the last team in the list, the corresponding secret team will appear on the screen. Each code must be executed before the timer runs out.

Team F.C Sega-France, Chile, South Africa, England, Germany, Argentina. Team MVP Yuki Chan—Yugoslavia, USA,

Korea, Italy. Team Royal Genki—Yugoslavia, USA, Korea,

Italy, then move the cursor to Yuki Chan, hold START and press A.

Cheat Codes At the beginning of a game, drive into the "Wacky Races" sign, which will be right behind you immediately after you select a car. At the menu that appears, select "Cheats" and enter any of the cheat codes below. Remember, you must go to the "Code Collection" menu and manually turn on any cheat after entering its code.

All Challenges & Tracks—W A C K Y G I V E A WAY

All Cars-W A C K Y S P O I L E R S All Abilities-BARGAINBASEMENT Super Difficult Mode—CRACKEDNAILS

WIND METAL

Enter these codes anytime during gameplay using the D-pad (not the analog joystick): using the D-pad (not the analog Joysto: Invancibility—Y, Right, B, Left, X, Down Fuil health—Down, Down, A, X, B, X All weapons—A, A, Right, Y, A, Right Speed boost—Up, X, Down, B, A, Y Show all Power Core locations-Y, B, A, Left, Down, Down Enemies don't attack-B, Down, A, Down, X,

ZOMBIE REVENGE

Fighting Mode Stage Select

At the Fighting Mode screen, hold START and press A. A stage select screen will appear be-fore the character selection screen. Alternate Costume

At the character select screen, hold START and press B. You won't get any special conmation, but your character will wear an alternate set of clothes during the game.







Bernhardt, ichey, Fl. Port Richey,







Mount by Bran Rocky I





Codes for use with InterAct Game Products' GameShark **Video Game Enhancers**

Alien Resurrection

8010D6201-000-Infinite health 8011BCFC-04B0-Infinite flashlight 8011BCC4-0064-Infinite pistol ammo 8011BCC6-0064-Infinite shotgun ammo 8011BCC8-0064--Infinite pulse ammo 8011BCCA-0064--Infinite flame ammo 8011BCCC-0064—Infinite grenade ammo 8011BCCE-0064—Infinite laser ammo

Contender 2 8008A470-008F + 80128FC0-008F---P1:

Bruno infinite health 80128FD8-0064-P1: Bruno infinite sta-D00BC66A-FEFF + 800A45C4-0000---Hit L2 to end round 80190A4C-0000 + 801845EC-0000 + 801869E4-0000 + 8018AF0C-0000 + 801813B0-0000 + 80187C40-0000 + 80186988-0000 + 8018463C-0000 + 80182060-0000 + 80187D5C-0000 + 8017F70C-0000 + 80181BE0-0000-P1:

One hit knocks down the tough oppo-50000B01-0000 + 300AE960-0001---Unlock all characters

8008A470-008F + 80124A98-008F -- P1: Sergio infinite health 8008A470-008F + 8012CDB4-008F --- P1:

Gabrielle infinite health 8012CDCC-0064-P1: Gabrielle infinite

stamina 8008A470-008F + 8012C820-008F---P1:

Damien infinite health 8012C838-0064---P1: Damien infinite

80124AB0-0064-P1: Sergio infinite stamina

80128F08-0064---P1: Mabutu infinite stamina

80124A54-0064-P1: Greta infinite sta-

mina 8008A470-008F + 80124A3C-008F-P1: Greta infinite health

8008A470-008F + 8012EB00-008F-P1: Mabutu infinite health

8008A470-008F + 801226F0-008F-P1: Alex infinite health

80122708-0064-P1: Alex infinite sta-

8008A470-008F-P1: Julio infinite

80128EF0-008F---P1: Julio infinite health 80128F08-0064-P1: Julio infinite sta-

Cool Boarders 2001

D00B11CC-023A + 800B11CE-1000 + D00B1144-000A + 800B1146-1000 -- Enable code 8006BE34-FFFF + 8006BE36-FFFF + 8006BE38-FFFF + 3006BE3A-00FF-AII levels unlocked 3006BF0C-00FF-All boards unlocked 8006C2FC-FFFF-All characters unlocked 80077864-0000-All trick gates won D00A6892-0003 + 800A6892-0001-Always place first 800A68EC-E0FF+ 800A68EE-05F5-Max.

F1 Racing Championship

300C8A8C-0000 + 300C8B04-0000 + 300C8B7C-0000 + 300C8BF4-0000-Championship-Drive Off Road 800ADB8C-270F-Max, race points championship 800C8994-000F-Ouick win

Hogs of War

800A19F0-2400-Infinite health (enemies also) 8002B5CE-0063—Infinite promotions

Jeopardy! 2nd Edition

800ACFAC-0000-Player 1 no cash 800B1250-0000-Player 2 no cash 800B1274-0000---Player 3 no cash D00ACFAC-0000 + 800ACFAC-270F-Player 1 lots of cash D00B1250-0000 + 800B1250-270F-Player 2 lots of cash D00B1274-0000 + 800B1274-270F-Player 3 lots of cash

Medal of Honor Underground

8008D404-2400-Infinite ammo 800F0CEA-0080 + 800E2DDA-0080 + 800E6E2A-0080 + 800E689A-0080---Infinite health, Mission 1 800E550A-0080 + 800D9C8A-0080 + 800E57DA-0080 + 800E74CA-0080---Infinite health, Mission 2 800EC48A-0080 + 800DCDEA-0080 + 800F147A-0080-Infinite health, Mis-800D71AA-0080 + 800DDCCA-0080 + 800DE6BA-0080-Infinite health, Mission 4 800E48AA0-0080 + 800E190A-0080 + 800E455A-0080-Infinite health, Mis-800E264A-0080 + 800FA97A-0080 + 800E82EA-0080-Infinite health, Mis-800DD80A-0080 + 800DC5EA-0080 + 800E4F9A-0080 + 800DF53A-0080--Infinite health, Mission 7 800E860A-0080 + 800DFBCA-0080 + 800E426A-0080---Infinite health, bonus mission

Mega Man Legends 2 8008C120-0050-Infinite health

8009C820-967F + 8009C822-0098--Infinite zenny

8009C818-0B04 + 8009C81C-0B04 -- Low

8008C24A-0100---Green energy 8008C242-7A00-Blue energy

Micro Maniacs Racing 3006640A-0009---Infinite lives

50002002-0000 + 80066974-FFFF---Unlock all tracks

Muppet Race Mania 800B0A94-0000-Stop race timer

800C3532-01A4--Infinite boost/Special move D10C3572-0000 + 800C3572-0001---Always first place 800E02BC-FFFF + 800E02BE-FFFF--Have all cars 800E0256-0161-Unlock Studio track 800E025E-0161-Unlock Arches track 800E0266-0161—Unlock Fraggle track 800E026E-0161-Unlock Disco track 800C3588-0040-Mega Jump

Pro Pinball: Fantastic Journey 8008FA14-FFFF + 8008FA16-FFFF---Max score

8008F480-0009-Max. credits 8008FA20-0001-Always on first ball

Ultimate 8 Ball

80153AC2-FFFF + 80153AC4-FFFF + 80153AC6-FFFF + 80153AC8-FFFF+ 80153ACA-FFFF + 80153ACC-FFFF + 80153ACE-FFF-Unlock everything 8011DC2C-0063-Max. credits

Vampire Hunter D 50001101-0000 + 300A2D28-0063 + 50000E01-0000 + 300A2D3A-0063 +

50000201-0000 + 300A2D4A-0063-Have everything 800A2904-00C8—Infinite HP 800A291C-0019—Infinite VP 800A2920-0047-Infinite Hand power 300A2D28-0001-Have Hand 300A2D29-0063—Have 99 wooden darts 300A2D2A-0063—Have 99 hand grenades 300A2D2B-0063—Have 99 flash bombs 300A2D2C-0063---Have 99 potions 300A2D2D-0063-Have 99 blood pills 300A2D2E-0063---Have antidote 300A2D2F-0001—Have dlemental stone 300A2D30-0001—Have map, level 1 300A2D31-0001—Have map, level 2 300A2D34-0001—Have map, level 3 300A2D35-0001---Have map, level 4 300A2D33-0001—Have map, B1 300A2D32-0001—Have map, B2 300A2D36-0001—Have map, Sun Tower 300A2D37-0001—Have map, Moon Tower 300A2D38-0001—Have Power Plug

300A2D3B-0001-Have Gold plate 300A2D3C-0001-Have plate of Fire 300A2D3D-0001-Have plate of Water 300A2D3E-0001—Have plate of Wind 300A2D3F-0001—Have plate of Earth

300A2D3A-0001—Have Silver plate

300A2D40-0001-Have key, Mirror Room 300A2D41-0001---Have key, Sun Tower

300A2D42-0001-Have key, Moon Tower 300A2D43-0001---Have green gem 300A2D44-0001-Have purple gem 300A2D45-0001—Have blue key 300A2D46-0001-Have red key 300A2D47-0001—Have Leila's gun 300A2D4A-0001—Have wrench 300A2D4B-0001—Have key, music box D30A2FF4-00F0 + 800A2FF4-0001 + D30A2EF4-00F0 + 800A2EF4-0001---1 hit kills hosses

Who Wants to be a Millionaire: 2nd Edition

301FFED0-0001 + 301FFED1-0001 + 301FFED2-0001 + 301FFE78-0003-Infinite lifelines

Nintendo 64

Cruis'n Exotica

F1047A00-2400-Enable code 810802D4-424A-Stop timer 810802D8-0000-Stop ET timer 8104F10E-001C + 810BE7F0-0100-Unlock everything 8107F050-0032-Infinite continues 81065174-0000-Always first place

Madden NEL 2000

8006EC7F-0003-Infinite time outs. home team 8006FE6F-0003-Infinite time outs. away team 8006EC7F-0000-No time outs, home

8006FE6F-0000-No time outs, away team 8106EC8C-0000-Home team scores 0 8106EC8C-0063-Home team scores 99 8106FE6C-0000—Away team scores 0 8106FE6C-0063-Away team scores 99 89071B18-0001-Press GameShark but-

ton for 1st down 89071B18-0004-Press GameShark But-

ton for 4th down 810590A8-0000 + 810590AA-0001 + 810590A8-0001 + 810590AA-0000 -Home team always has possession 81070788-FFFF + 8107078A-FFFF + 8107078C-FFFF + 8107078E-FFFF--Have all cheats in menu 50001001-0000 + 80059198-00FF---Enable all stadiums

50001401-0000 + 800598CC-00FF-Enable all teams

Power Rangers Lightspeed Rescue F1060720-2400—Enable code (must be on) 81064DF0-42C8---Infinite health 50001102-0000 + 81062508-0001-All levels unlocked 50000C01-0000 + 8006252D-0001-All characters unlocked

Rugrats Scavenger Hunt

80251867-0063-P1 Angelica's Temple: max. cookies 80251866-0063-P1 Angelica's Temple: max, sleep

80259AE7-0063-P1 Pirate Treasure Hunt: max, cookies 80259AE6-0063-P1 Pirate Treasure Hunt: max. sleep 81243028-0063-Max. Reptar Bars

Game Boy

Donald Duck: Goin' Quackers 0163-C7C8-Max. gears 0163-CAC8-Infinite lives

F-18 Thunderstrike

01FF--87CA--Infinite Sparrow missiles 016388ca—Infinite Sidewinder missiles

Pokémon Gold/Silver

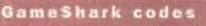
01FF-7CD5—Have all badges 0100-00D1-One-hit enemy kills 0101-82D6—Always on bike 01FF-49DA—Max level 01FF-4CDA + 01FF-4DDA-Max HP

Buzz Lightyear of Star Command 32F9270F0000-0190-Infinite health CC33E4B00000-03E7-Max credits

Flag to Flag

BE063B930000-03E7-A. Zanardi 999 Champ Points BE063B930000-0000---A. Zanardi 0 Champ Points 1854178F0000-03E7-Al UnserJr, 999 Champ Points 1854178F0000-0000---Al UnserJr. 0 Champ Points 40AA1ED70000-03E7-A. Ribeiro 999 Champ Points 40AA1ED70000-0000-A. Ribeiro 0 Champ Points 90B80BE90000-03E7-G. deFerran 999 Champ Points 90B80BE90000-0000-G, deFerran 0 Champ Points AF53508F0000-03E7-C. Haas 999 Champ Points AF53508F0000-0000-C. Haas 0 Champ **Points** FF9997980000-03E7-B. Rahal 999 Champ Points FF9997980000-0000-B. Rahal 0 Champ Points 307125590000-03E7-B. Herta 999 Champ Points 307125590000-0000-B. Herta 0 Champ Points 84638C1E0000-03E7--- JJ Lehto 999 Champ Points 84638C1E0000-0000-JJ Lehto 0 Champ **Points** CEBBE6E60000-03E7-R. Hearn 999 Champ Points CEBBE6E60000-0000-R. Hearn 0 **Champ Points** 2F97625B0000-03E7-C. Fittipaldi 999 Champ Points

2F97625B0000-0000-C. Fittipaldi 0 Champ Points 59E776490000-03E7---J. Vasser 999 Champ Points 59E776490000-0000--- J. Vasser 0 Champ Points AF23508F0000-03E7-H.C. Neves 999 Champ Points AF23508F0000-0000-H.C. Neves 0 Champ Points D1C882C10000-03E7-M. Gugelmin 999 Champ Points D1C882C10000-0000---M. Gugelmin 0 Champ Points 30C125590000-03E7-M. Blundell 999 Champ Points 30C125590000-0000-M, Blundell 0 Champ Points 6DDB6A5F0000-03E7----M. Jourdain Jr. 999 Champ Points 6DDB6A5F0000-0000---M.Jourdain Jr. 0 Champ Points BF763B930000-03E7-S. Pruett 999 Champ Points BF763B930000-0000-S, Pruett 0 Champ Points FF4997980000-03E7-T, Kanaan 999 Champ Points FF4997980000-0000---T. Kanaan 0 Champ Points 595776490000-03E7-H. Matsushita 999 Champ Points 595776490000-0000-H. Matsushita 0 Champ Points 84B38C1E0000-03E7-M. Papis 999 Champ Points 84838C1E0000-0000-M. Papis 0 Champ Points D1B882C10000-03E7-P. Tracy 999 Champ Points D1B882C10000-0000-P. Tracy 0 Champ Points FC8997980000-03E7-D. Franchitti 999 Champ Points FC8997980000-0000--- D. Franchitti 0 Champ Points 5A9776490000-03E7-P. Carpentier 999 Champ Points 5A9776490000-0000---P. Carpentier 0 Champ Points 87738C1E0000-03E7-A. Barron 999 Champ Points 87738C1E0000-0000-A, Barron 0 Champ Points D27882C10000-03E7-A. Fernadez 999 Champ Points D27882C10000-0000-A. Fernadez 0 Champ Points 2C87625B0000-03E7---A. Meier 999 Champ Points 2C87625B0000-0000-A. Meier 0 Champ Points 75D5D21C0000-03E7-PJ Jones 999 Champ Points 75D5D21C0000-0000---PJ Jones 0 Champ Points AC33508F0000-03E7-G. Moore 999 Champ Points AC33508F0000-0000-G, Moore 0 Champ Points



Dream Gast continued

Frogger 2: Swampy's Revenge 46BA1AB20000-0006-Infinite lives 282F663E0000-0019-Max coins collected 97CB0D02E070-5041-One frog to complete Level 97C80D020000-0005-One frog to complete Level

97CB0D020070-5041-Two frogs to complete Level 97C80D020000-0005-Two frogs to complete Level 97CB0D022070-5041-Three frogs to

complete Level 97C80D020000-0005-Three frogs to complete Level

The House of the Dead 2

75459CFA0000-0063-99 Shotgun in trunk 928C450F0000-0063-99 Machine Gun in trunk

AC9B1E690000-0063-99 Grenade in trunk

CD37A8000000-0063-99 Power Up 1.2 CD2BA8000000-0063-99 Power Up 1.5

in trunk ECB3576C0000-0063-99 Power Up 2.0

in trunk FC51D97E0000-0063---99 Bullet Blow in

trunk 2C1B2CBD0000-0063-99 Chamber + 2 in trunk

FC69D97E0000-0063-99 Chamber + 4 in trunk

2C232CBD0000-0063-99 Chamber + 8 in trunk

33B96BBF0000-0063-99 Chamber + infinite in trunk 5A6B38AF0000-0063-99 Cust. Air gun

in trunk 5A7738AF0000-0063—99 Toy gun in

Trunk 75719CFA0000-0063-99 Bass Lure in

trunk 87ABC2F80000-0063-99 Life +2 in trunk

ACAF1E690000-0063-99 Life +5 in trunk

6F7B24B90000-0063-99 Credit +2 in trunk

8657C2F80000-0063-99 Credit +5 in trunk 9340450F0000-0063---99 Credit +10 in

trunk BDCA75750000-0063-99 Credit infinite in trunk

BDD675750000-0063-99 Primitive meat in trunk

D35CCC270000-0063-99 Rotten meat

ED7F576C0000-0063-99 Amy costume in trunk 1B9859690000-0063-99 Harry costume

ED47576C0000-0063-99 Goldman cos-

tume in trunk

1BA059690000-0063---99 G costume in trunk 2DEF2CBD0000-0063--99 Rogan cos-

436650310000-0063-99 Bruno costume

437A50310000-0063-99 Civilian costume in trunk

6F4F24B90000-0063---99 Life 1/4 in

trunk

trunk 75449CFAE06F-5041-99 of everything

in trunk

24943CAD8613-C2F8-99 of everything in trunk

000000630000-0000-99 of everything

75CD9CFA0000-0006-P1 weapon sounds like a laser

sounds like air 75CD9CFA0000-0007---P1 weapon

75CD9CFA0000-00FF-P1 infinite clip

D260CC270000-0003-P1 play as Harry D260CC270000-0004-P1 play as Gold-

D260CC270000-0005—P1 play as G D260CC270000-0006—P1 play as Rogan D260CC270000-0007-P1 play as Bruno D260CC270000-0008-P1 play as Civilian

1A2C19690000-BF80-P2 1-hit kills D2D0CC270000-0006-P2 weapon

D2D0CC270000-0005-P2 weapon sounds like air

D2D0CC270000-0007-P2 weapon sounds like lure

5AFF38AF0000-0002-P2 Play as Amy 5AFF38AF0000-0003—P2 Play as Harry

5AFF38AF0000-0008-P2 play as civilian

EE7F1B830000-00F0-Infinite cash Player 1

AF2052EE4070-504D + AF2352EE0000-0032-50% health, Player 1

5A7774220000-0064--Infinite health,

5A7774220000-0000-Low health, Player 2

tume in trunk

in trunk

74BD9CFA0000-0063-99 First aid kit in

8613C2F80000-0063-99 double score in

in trunk A5039E770098-967F-P1 max score

CDA3E8000000-BF80-P1 1 hit kills

75CD9CFA0000-0005---P1 weapon

sounds like lure

D260CC270000-0002-P1 play as Amy

BED6F56B0098-967F-P2 max score

sounds like a laser

ACC31E690000-00FF-P2 infinite clip

5AFF38AF0000-0004-P2 Play as Goldman 5AFF38AF0000-0005-P2 Play as G

5AFF38AF0000-0006—P2 Play as Rogan 5AFF38AF0000-0007—P2 play as Bruno

Ready 2 Rumble Boxing: Round 2

AF2352EE0000-0064—Infinite health, AF2352EE0000-0000-Low health, P1

3B1127170000-0064-Infinite stamina,

3B1127170000-0000-Low stamina. Player 1

Player 2

5A7474224070-504D + 5A7774220000-0032-50% health, Player 2 8F038E500000-0064---Infinite stamina, Player 2

8F038E500000-0000-Low stamina, P2 6DDB683E0000-0090-Full Rumble Meter, Player 1

6DDB683E0000-0000-Empty Rumble Meter, Player ED471BE10000-0090-Full Rumble

Meter, Player 2 ED471BE10000-0000-Empty Rumble

Samba de Amigo

Meter, Player 2

5E97B8050505-0403 + 837382520000-0005-Unlock all challenge levels

Sega GT

1634D44405F5-E0FF-Plenty of cash 24D7ADEB0000-0000 + F2E95A950000-0000-Low Lap Time

Sega Marine Fishing

CABBE5ED0000-270F—Max points (Arcade) D53081CA0000-42EA—Inf. time (Arcade) 83738F140000-03E7---Max. items available

Silent Scope

DC68431205F5-E0FF—High score 586778C40000-03E7—Max. hits (training) 4D121F040000-0005-Never reload EC67D85A0000-0000---Low overall time 451A1E0A0000-0005-Infinite credits 60CB6B8C0000-00F0—Infinite health 759DD3CC0000-003B-Infinite time

Spawn

246F76350000-01F4--Infinite health, P1 F421830E0000-0000-Low boss health

Street Fighter III: 3rd Strike

E76F24510000-00A0—P1 infinite health E76F24510000-0001—P1 low health E76C2451C070-5035 + E76F24510000-0050-P1 50% health

523F4B930000-00A0-P2 infinite health 523F4B930000-0001--P2 low health 523C4B93C070-5035 + 523F4B930000-0050-P2 50% health

8E2BB1C30000-0050-P1 easily stunned 8E2BB1C30000-0000—P1 never stunned 3A3918840000-0050—P1 super stunned 3A3918840000-0000-P1 quick stun re-

DB80BF1C0000-0050—P2 easily stunned DB80BF1C0000-0000-P2 never stunned 67CB57820000-0050—P2 super stunned 67CB57820000-0000-P2 quick stun re-

AF7F2EC90000-0099---Infinite character select time

9A5036340000-0001---P1 infinite Super Specials

4A32230A0000-0001-P1 infinite EX Specials

4A32230A0000-0000---P1 can never use EX Specials 9A5036340000-0000-P1 can never use

Super Specials

97



TIPS & HI SCORES

This monthly feature allows arrade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at Ties & Traces Hi Scores, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in Ties & Traces. Players—show this page to your local arcade owner/operator and spread the word!

SUPER JUST GAMES

557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

	A SAME OF SAME	A PROPERTY.
GAME	HI SCORE	MAME
Tekken Tag Tournament	18 wins	Ari Weintraub
Tekken Tag Tournament	12 wins	Arı Weintraub
Capcom vs. SNK	24 wins	FLOE
Capcom vs. SNK	18 wins	FLOE
Dance Dance Revolution	Perfect 112	JackTheFob
Dance Dance Revolution	Perfect 102	JackTheFob

FLIPPER'S AMUSEMENT CENTER

Town & Country Mali • Miami, FL 33174 • (305) 273-0381

GAME	HI SCORE	NAME
Mortal Kombat II	12 wins	TVD
Mortal Kombat II	10 wins	RJD
Capcom vs. SNK	21 wins	Robert Cantillo
Capcom vs. SNK	19 wins	Angel Mateo
Capcom vs. SNK	16 wins	Nelson Santamaria

TILT

2000 SW Railroad Ave. • Hammond, LA 70401 • (504) 345-5908

GAME	HI SCORE	NAME
Star Wars Trilogy	3,023,100	Paul Myers
Star Wars Trilogy	2,900,200	Chad Brewer
Cruis'n USA (US 101)	1:49'09	CRO
CarnEvil	1,638,976	Joker
Tekken Tag Tournament	3:13'36	CJC
Silent Scope (Story Mode)	283,500	EWP
Invasion	458,234	CDC
Marvel vs Capcom 2	2,063,134,900	CRO



motogp

motogp worldwide time attack contest

Namco is sponsoring a time attack contest for MotoGP on PlayStation 2! This includes countries all over the world, including Japan. We'll post the top times for the USA right here each month. Think you've got what it takes? All you need is a fast time in MotoGP and Internet access!

Submission Instructions

To submit your time, you must obtain a password from the MotoGP game: At the main menu, select "SAVE/LOAD," then select "RECORDS." Next, select "TIME TRIAL." Finally, hold L1 + R1 + L2 + R2 and press SELECT. A password will appear next to each time that you previously obtained in Time Trial. (If you don't have any lap times in Time Trial, no passwords will appear.) Next, you may submit your password, which has

your lap time encoded within it, to Namco's web page (http://www.namco.com). You can also proceed to the submission page directly at the following URL:

http://www.namco.co.jp/home/cs/ps2/motogp/ranking-world/. Here are the top USA rankings as of December 5, 2000. Only the top 200 rankings for each circuit are recorded. The Time Attack contest has just started, so get your times in and you might see your name in the next issue of Time & Timicxs!



RANK	NAME	DATE	LAP TIME	BIKE						
Sim	Ś									
163	SpacTrukin	12.01.00	2'06"593	Honda NSR500 (Repsol Honda)						
Paul	Paul Ricard Circus									
59	FlashJordan	11.28.00	1'19"335	Honda NSR500 (Tadayuki Okada)						
80	slingshot	12 03.00	1'19"603	Honda NSR500 (Alex Criville)						
Jerez	Circuit			CONTRACTOR OF THE STATE OF THE						
19	slingshot	12.03.00	1'41"095	Honda NSR500 (Alex Criville)						
46	Zero Cool	11.17.00	1'41"865	Honda NSR500 (Repsol Honda)						
153	Matthew Davis	11.14.00	1'44"435	Yamaha YZR500 (Yamaha Team)						
Doni	ngton Circuit									
108	Matthew Davis	11.14.00	1′31"908	Honda NSR500 (Sete Gibernau)						
126	MAURIZIO	11.29.00	1′32"213	Honda NSR500 (Repsol Honda)						
134	west	11.01.00	1'32"516	Honda NSR500 (Repsol Honda)						
158	#1 STUNNA	11.22.00	1'33"315	Honda NSR500 (Takayuki Okada)						
Twin	Ring Moter									
179	Samstrike	11.09.00	1'50"738	Honda NSR500 (Alex Criville)						





COST (U.S.), 99g/minute

(Canada): \$1.49/minute

mission-to call.

COST: 95¢/minute

1-900-933-SONY (U.S.)

(Canada): 24-hour automated information

recharge. (Canada): \$1.50/minute for automated hints

COST (U.S.): 95¢/minute automated, \$1.40/minute live, \$6.95 to \$16.95 for tips by mail, \$5 to \$20 for card

989 STUDIOS

mated help

ACCLAIM

1-900-CALL-ASC (1-900-225-5272) HOURS: 24 hours a day COST 80¢/minute

ATLUS SOFTWARE

1-900-CALL-ATLUS (1-900-225-5285) HOURS: (unknown) COST: 95g/minute or \$1.25/minute for live assistance

1-900-680-CLUE (1-900-680-2583) (115) 1-900-677-2272 (Canada) HOURS: Monday through Friday, 8:30 AM to 5 PM (Pacific Standard Time) COST (U.S.): 99g/minute for 24-hour pre-recorded infor-

(Canada): \$1.35/minute CRAVE ENTERTAINMENT 1-900-903-4468 (115)

mation: \$1.35/minute for live help.

1-900-677-4468 (Canada) HOURS: (unknown) COST (U.S.): 95¢/minute (Canada): \$1.50/minute

DREAMWORKS INTERACTIVE 1-900-454-GAME (1-900-454-4263) HOURS: 24 hours a day, 365 days a year

COST: 95¢/minute EIDOS 1-900-773-4367 (U.S.)

1-900-643-4367 (Canada) HOURS: 24 hours a day COST: 99¢/minute

If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher. 2) Check this page to see if that company has a tip hotline that you can call for advice!

3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.

4) As a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.

5) Whatever you do, DON'T call TIPS & TRICKS! We don't have a tip hotline and we're very busy working on the next issue for you. NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental per-

ELECTRONIC ARTS 1-900-CALL-3DO (1-900-225-5336) 1-900-288-HINT (1-900-288-4468) 1-900-451-4873 (Canada) HOURS: Monday through Friday, 9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time) COST (U.S.): 95¢/minute

COST (Canada): \$1.15/minute FOX INTERACTIVE 1-900-CALL4FOX (1-900-225-5436) 1-900-451-5757 (Canada) HOURS (U.S.): Monday through Friday 8 to 5 PM Pacific Standard Time for live information, 24 hours for auto-HOURS: (unknown) COST: 85¢/minute

GT INTERACTIVE 1-900-CALL-2GT (1-900-225-5248) HOURS: (unknown) COST: 95¢/min

MEOGRAMES 1-900-454-HINT (1-900-454-4468) HOURS: (unknown) COST: 99d/minute

INTERACT GAMESHARK CODELINE 1-900-773-7427 (U.S.) 1-900-677-4242 (Canada) HOURS: 24 hours a day, 7 days a week COST (U.S.): \$1.27/minute COST (Canada), \$1.79/minute

1-900-370-PLAY (U.S.) 1-900-451-6869 (Canada) HOURS: 24 hours a day, 7 days a week COST (U.S.): 95¢/minute COST (Canada): \$1.25/minute

1-900-896-HINT (1-900-896-4468) HOURS: Automated help 24 hours a day, 365 days a year; live assistance Monday through Friday, 9 AM to 5:30 PM (Pacific Standard Time)

COST: 95¢/minute for automated help; \$1.25/minute for live assistance LUCASARTS

1-900-740-JEDI (1-900-740-5334) (U.S.) 1-900-677-JEDI (1-900-677-5334) (Canada) HOURS: (unknown) COST (U.S.). 95¢/minute COST (Canada): \$1.25/minute

1-903-874-5092 HOURS: Monday through Friday, 10 AM to 6:30 PM (Central Time); Automated help avail able 24 hours a day, 365 days a year COST: Standard long-distance rates to Texas apply

NAMCO 1-900-737-2262 HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) COST: 95¢/minute for automated tips; \$1.15/minute for

1-900-288-0707 (Live assistance, U.S.) 1-900-451-4400 (Live assistance, Canada) 1-425-885-7529 (Power Line—automated tips) HOURS (Live assistance): Monday through Saturday, 6 AM to 9 PM (Pacific Standard Time) Sunday 6 AM to 7 PM (Pacific Standard Time) HOURS (Power Line). 24 hours a day

live assistance

NINTENDO

COST (U.S.): \$1.50/minute COST (Canada). \$2 00/minute COST (Power Line). Standard long-distance rates to Seattle. Washington apply

SORRY, KATO-CHAN, BUTTIPS & TRICKS DOESN'T GIVE OUT CODES OVER THE PHONE!

1-900-976-HINT (1-900-976-4468)

HOURS: Monday through Friday, 9 AM to 5 PM for live assistance; automated tips available 24 hours a day, 365 days a year COST: 95g/minute for automated tips, \$1.35/minute for

1-900-200-SEGA (U.S.) 1-900-451-5252 (Canada) HOURS: (unknown) COST (U.S.): 95¢/minute for automated tips. nute for live assistance

COST (Canadal: \$1.50/minute) 1-900-370-KLUE (1-900-370-5583) (U S.) 1-900-451-3356 (Canada) HOURS: 24 hours a day, 7 days a week

COST (U.S.): 95¢/minute COST (Canada): \$1 25/minute

SONY COMPUTER ENTERTAINMENT AMERICA 1-900-933-SONY (1-900-933-7669) (U.S.) 1-900-451-5757 (Canada) HOURS: Monday through Friday, 8 AM to 6 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year COST (U.S.): 95¢/minute for automated tips. \$1.25/minute for live assistance, \$4.95 for mailed-out tips COST (Canada): \$1,25/minute

SOLIARESOFT

1-900-407-KLUE (1-900-407-5583) HOURS: Monday through Friday, 8 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year COST (U.S.): 99¢/minute for automated tips \$1 35/minute for live assistance COST (Canada): \$1 50/minute for automated tips only

SUNSOFT 1-714-850-2700 HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)

COST: Standard Iong-distance rates to California apply

TECMO 1-310-944-5005 HOURS: Monday through Friday, 1 PM to 5 PM (Pacific Standard Time)

COST: Standard long-distance rates to Southern California apply

-900-370-HINT (1-900-370-4468)

HOURS. Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day
COST: 95¢/minute for automated tips, \$1.25/minute for live assistance

1-900-420-4UBI (1-900-420-4824) (U.S) 1-900-451-5555 (Canada) HOURS. (unknown) COST (U.S.). 95g/minute COST (Canada) \$1 50/minute

VIRGIN INTERACTIVE 1-900-288-4744 (U.S.) 1-900-451-4422 (Canada)

HOURS: 24 hours a day, 365 days a year COST (U.S.): 95¢/minute COST (Canada): 55¢ for the first minute, \$1.25 each

SSUES BACK ISSUES BAC



TIPS & S



1999

January - (X991) Bust a Groove: Tomb Raider III (Part 1), Guilty Gear, Glover, Xenogears, Crash Bandicoot: Warped

February - (X992) Gauntlet Legends: Brave Fencer Musashi, Penny Racers, Destrega, The Legend of Zelda: Ocarina of Time (Part 2), Tomb Raider III (Part 2)

March - (X993) Syphon Filter (Part 1): CarnEvil, Irritating Stick, Snowboard Kids 2, Castlevania (Part 1), Tetris

June - (X996) Super Smash Brothers: Super Mario Brothers Deluxe, Ehrgeiz, Shadow Madness, The House of the Dead 2 (Part 1), Bomberman Fantasy Race, Guardian's Crusade (Part 2)

July - (X997) Driver: Gex 3, Star Wars Episode 1 Racer, Bloody Roar 2, Driver (Part 1), Star Ocean: The Second Story, Hybrid Heaven, NBA Showtime: NBA on NBC, The House of the Dead 2 (Part 2)

August - (X998) Pokémon Snap: Ape Escape, R-Type Delta, Shadowgate 64 (Part 1), Superman, Jade Cocoon, Driver (Part 2)

September - (X999) Um Jammer Lammy: Legacy of Kain: Soul Reaver, Street Fighter III: 3rd Strike, Tail Concerto, Shadowgate 64 (Part 2), Croc 2

October - (X99A) Final Fantasy VIII (Part 1): Dino Crisis, Duke Nukem: Zero Hour, Sonic Adventure, Survival Kids

November - (X99B) Crash Team Racing: Monster Rancher 2, WCW Mayhem, Mortal Kombat Gold, Rising Zan: Samurai Gunman, Tekken Tag Tournament, Final Fantasy VIII (Part 2) December - (X99C) 007: Tomorrow Never Dies: Winback, Spyro 2: Ripto's Rage, Sega Bass Fishing, Tony Hawk's Pro Skater, Hot Wheels Turbo Racing

2000

January - (X001) Toy Story 2: Resident Evil 3: Nemesis, Toy Commander, Paperboy, Lego Racers, Harvest Moon, Prehistoric Isle 2

February - (X002) Tomba 2: The Evil Swine Return: Chocobo's Dungeon 2, Xena, Warrior Princess: The Talisman of Fate, Zombie Revenge, Vigilante 8: 2nd Offense, Dragon Warrior Monsters

March - (X003) Jackie Chan Stuntmaster:

Misadventures of Tron Bonne, Crazy Taxi, The New Adventures of Mary Kate & Ashley, Jojo's Venture, Donkey Kong 64, Gran Turismo 2

April - (X004) Pokémon Stadium: Die Hard Trilogy 2, Dead or Alive 2, Ace Combat 3, Armored Core: Master of Arena

May - (X005) Syphon Filter 2: Chu Chu Rocket!, Strikers 1945 Plus, Front Mission 3 (Part 1), Pokémon Stadium (Part 2)

June - (X006) Resident Evil Code Veronica: Mr. Driller, I-Spy: Operation Espionage, Front Mission 3 (Part 2), Pokémon Stadium (Part 3)

July - (X007) X-Men Mutant Academy: Excitebike 64, Covert Ops: Nuclear Dawn, Street Fighter III: Double Impact, Army Men: World War, Pokémon Trading Card Game, Garou: Mark of the Wolves

August - (X008) Marvel vs. Capcom 2 (Part 1): Perfect Dark, Threads of Fate, NGEN Racing, Metal Slug 3, Hercules: The Legendary Journeys

Yes! Send me the back issues indicated on the right.

Send this form to:



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(Source Code AX2100)

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Greetings, sports fans, and welcome to the TIPS & TRICKS sports section! In this monthly column, I'll be bringing you all of the freshest dirt on your favorite sports video games. reviews, but tips, strategy advice and roster changes that will keep you in the lead while keeping your games as true-to life as possible. We also show you the newest spone related game goodles and comment on the latest happenings from right. here behind the...



The college football season's a wrap, and with only a smidgen of pro ball left (albeit the best part), it seems entirely appropriate that this year's Heisman trophy winner is virtually eligible for NFL Players' Association retirement benefits already. So before too much snow piles up, here's my last two cents of football-related stuff.



The Football Midseason Update. a PlayStation-compatible disk hoasts midseason NEI roster updates for Madden NFL 2001 as well as cheats to help you win. Released by InterAct (the same company that delivered peripherals such as the GameShark and the Dex Drive), the Football

Midseason Update is clearly a pleasing prospect to the average football fan...and a scary one for yours truly. Roster updates are among the most important features of the T&T Sports Desk each month, so this is the kind of product that could have me re-doing my resume. I

was disappointed/relieved to find that it falls short of its aim. The disk's best feature is a half-completed season of EA Sport's Madden 2001 that features the real-life scores of the actual games as they were played up to Week 8

Disordation 50034 00Mds

of the NFL season. This allows one to play out the NFL season as it stood after the completion of this season's first eight games. On the flip side, the cheats offered only feature classic teams, and many of those teams already exist on the consumer-ready



Madden 2001, so I'm uncertain why they have been programmed onto the update. Furthermore, the 2000 rosters featured in the half-completed season are somewhat inaccurate. It seems strange that a product boasting updated roster

information would still lack basic pre-season cuts. All of this is peopered with promotions for other InterAct products including a contest that features some nice prizes. It's gimmicky, but the Football Midseason Update is worth a look for Madden fans.

Some of the cheat codes listed in the Football Midseason Update reflect an unusual chapter in a classic team's history. Here's a little insight regarding the strange names of some these cheats:

Classic Team: '68 Raiders

eat Code: HEIDI

Factoid: Network executives once pulled the plug on the broadcast of a Raiders/Jets game that appeared to be a blowout. With less than two minutes left, the coverage of the game was dropped so that previously scheduled programming—a family classic film called Heidi about a girl and her horse-could commence without delay. The Raiders somehow scored three more times and upset the Jets (though hardly anyone saw it) in an infamous contest that became known as "the Heidi Game."

Classic Team: '72 Dolphins

eat Code: PERFECT

Factoid: This team had the only undefeated season in the history of modern professional team sports.

Classic Team: '72 Steelers eat Code: LUCKY

Factoid: In 1972, the Steelers defeated the Raiders in the playoffs due to a play known as the "Immaculate Reception." After a ball thrown deep to a wide receiver on fourth down inadvertently bats off the back of a linebacker in coverage, fullback Franco Harris-in the midst of running an unrelated route-plucks the deflected ball out of the air and gets a first down that eventually leads to a touchdown.

Classic Team: '81

eat Code: THECATCH

Factoid: San Francisco wins the Super Bowl after a comeback drive highlighted by a historic pass from Joe Montana to Dwight Clark forever known as "The Catch.

Classic Team: '90 Bills eat Code: WIDERIGHT

Factoid: In the first of what would total four consecutive Super Bowl defeats, Buffalo narrowly loses on a failed last-second field goal that would have won the game. As kicker Scott Norwood's attempt sails right, gleeful Giant fans continue to chant the taunt "Noooor-wooood...Noooor-wooood..." into the night, marking a game so lowly regarded by placekickers worldwide that it probably served as the plot basis for Jim Carrey's Ace Ventura: Pet Detective.

Classic Team: '98 49er

Cheat Code: THECATCHTWO

Factoid: In what was probably the last great play of Steve Young's career, the quarterback nearly falls after being stepped on by the center as the ball is snapped on the last play of the game. As the clock hits zero, Young regains his footing and throws deep to Terrell Owens. Wedged between two Packer defenders, Owens improbably hauls the ball in as the three men cross into the end zone. Touchdown 49ers; end of season for Packers. Not as great as "The Catch," but right up there.

Classic Team: '98 Vikings

Cheat Code: MISSEDCHANCE

Factoid: How else do you sum up the highest scoring offense in NFL history losing in the playoffs to the Falcons? The Falcons????



Ahhh, the console of kings! Not just figuratively, but literally...that is, if you're not rich enough or connected enough, there's no way you got one of the few domestic units that made it to the U.S. by Christmas. Be patient, though, cuz those suckers are slowly but steadily gonna trickle in—and when they do, boy are you gonna be psyched! Especially when you see MADDEN!

No joke, Madden 2001 for PlayStation 2 is the greatest marvel of video-game football programming that has ever been created. Four quarters into my first game, when the thrill of the new release has usually worn off, I was still gleeful and eager-eyed in my chair. Even thinking about it now, I am virtually moved to tears; it is awesome. PS2 Madden looks like a real football game. Not only is the game realism twice as good as anything that preceded it (Madden 2001 for PS1 or NFL 2K1 for Dreamcast), but the camera angles and replays mirror those used in television broadcasts. The overall effect has you feeling like

you're actually playing pro football. Nuts and bolts additions are notable; for example, there's a new man-in-motion system utilizing the L1 button and the analog stick in which you can first choose which man to send in motion and then execute the path yourself. PS2 Madden also features challenges, in which the coach can use instant replay twice per half to ask an official to review his initial ruling. In my exhaustive research, I could not produce a scenario that required using a challenge; I guess I'm fairly comfortable with officiating when I'm playing the CPU. The challenge feature is probably used during man-to-man play when the ref issues a sketchy pass interference call and puts your buddy in your own red zone, or for those questionable short yardage calls on the goal line or fourth down conversion attempts. Whatever the case may be, the challenge feature clearly exists but it seems to occur at random. Other features in Madden 2001 for Playstation 2 also include the Madden Cards and Madden Challenges. Madden 2001 is undeniably the best game you can get for the Playstation 2 today.





Unfortunately, Sony's NFL GameDay 2001 for Playstation 2 is barely worth a glance. It's like playing a bigger version of the regular PlayStation version. Though it features a playcall mode in

which you can customize your own playbook, NFL GameDay 2001 looks exactly like its PlayStation predecessor and its graphics and feel are far inferior to Madden. The weird

thing is that they spent almost all of their resources making the ref look like a million bucks, while the players still look like their boring selves from the PS1 game. One shining feature is that NFL GameDay 2001 will support the downloading of Seniors from the upcoming NCAA GameBreaker 2001 for the PlayStation 2. It looks like the 989 Studios design team packed it in on this one so they could get ready for next year. In fact, I would go so far as to say that NFL GameDay 2001 for the regular PlayStation plays better than this new version; it's more consistent. At least there will only be a few witnesses to this crime since there are only a few Playstation 2s out there! Save your money for Madden.

Sidelines

The best of Dennis Miller on ABC's Monday Night Football in

On Tampa Bay standout free-agent Keyshawn Johnson and offensive coordinator Les Steckl: "Keyshawn could use more catches and less Steck!.

On future Hall of Fame quarterback Warren Moon: "At 44. Warren Moon has probably thrown his last NFL pass, unless he gets signed to kick next year for the Skins."

30 points by New York: "It seemed like every time they got the ball, they scored. It looked like a video game. When you play the Knicks is PlayStation, they are always make ing shots like that and that's wie it was like tonight."

Player Released

Boyd Devereaux

Jaroslav Spacek

Garry Galley

Josh Green

Alexander Volchkov

Red Wings

Blackhawks

Islanders

as the Knicks

Edmonton

Florida

Los Angeles



c D EA Sports' NHL 2001 for Playstation 2 looks and feels great. Though the basic nuts and bolts are largely derived from the PS1 version, the



K VOTA OI	PS1 version, the PS2 offers a facelift on the pa tioned Madden 2001. Player I		Minnesota	J.J. Daigneault Darryl Laplante	Coyotes
ear the players or lotwithstanding of rcade-y style that reparation for th	d and realistic, as are the fights. ussing in Russian as they are sitt graphic improvements, NHL 200' It has characterized the franchise te bulk of the hockey season, we	. You can practically ing in the penalty box. 1 maintains the slightly trom the get-go. In a offer a roster adjust-	·	Jeff Odgers Pavel Patera Christian Matte Ian Herbers	Thrashers
	based on EA Sports' NHL 2001 f es and you'll know that your vi-		Montreal	Eric Fichaud Scott Lachance	Canucks
nd not a gimme	based on blatantly obsolete rost	ters.	Nashville	Niklas Andersson	Flames
Team	Player Released	Signs With		Siswani Malgunas	1 Idilies
Anaheim	Ted Donato	Stars		Craig Millar	Lightning
	Kip Miller	Penguins	New Jersev	Claude Lemieux	Coyotes
	Ed Wood	Devils	N.Y. Islanders	Johan Davidsson	,
	Jean-Sebastian Giguere			Jaime Rivers	Senators
	Patrick Traverse	Bruins		Mathieu Biron	Scridcors
Atlanta	Maxim Galanov	Lightning	N.Y. Rangers	Milan Hnilicka	Thrashers
Atlatita	Bill Huard	Ligituing	W. I. Harigers	Stephane Quintal	Blackhawks
	Matt Johnson	Wild		Darren Langdon	Hurricanes
Boston	Robbie Tallas	Blackhawks		Kevin Hatcher	Hurricanes
BOSTOIL	Paul Coffey	BIACKIIAWKS		Rob Dimaio	Hurricanes
	Samuel Pahlsson	Adhelian Donales	Ottawa	Igor Kravchuk	Flames
	Brandon Smith	Mighty Ducks	Ottawa	Jeff Shevalier	riannes
				Todd White	
n. 11.1.	Cameron Mann				
Buffalo	Dixon Ward	Bruins	Matte detaile	Rich Parent	
	Chris Taylor		Philadelphia	Derek Plante	
	Miika Elomo			Mark Eaton	
Calgary	Martin St. Louis	Lightning		Dennis Bonvie	Penguins
	Darryl Shannon	Canadiens		Mikael Andersson	
	Andrei Nazarov	Bruins	Phoenix	Greg Adams	Panthers
	Steve Dubinsky	Blackhawks		David Oliver	Senators
	Bobby Dollas	Sharks		Nikolai Khabibulin	
	Jason Botterill		Pittsburgh	Peter Skudra	Bruins
Carolina	Sandy McCarthy	Rangers		Pat Faloon	
Chicago	Nolan Baumgartner		St. Louis	Bryan Helmer	Canucks
	Brad Brown	Rangers		Dan Keczmer	
	Anders Eriksson	Panthers		Chris Murray	
	Michael Grosek	Rangers		Dwayne Roloson	
	Bryan McCabe	Maple Leafs		Marty Reasoner	
	Steve Passmore	Kings	San Jose	Brantt Myhres	Predators
Colorado	Serge Aubin	Blue Jackets	Tampa Bay	Dwayne Hay	Flames
Columbus	Barrie Moore			Pavel Torgaev	
	Bert Robertsson	Rangers	Toronto	Chris McAllister	Flyers
	Mathieu Schneider	Kings		Kris King	Blackhawks
Dallas	Rick Tabaracci			Alexander Karpovtsev	Blackhawks
	Chris Wells			Gerald Diduck	Stars
	Dave Manson	Maple Leafs	Vancouver	Vadim Sharifijanov	
				•	



This monthly column features reports on all of the major arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in TIPS & TRICKS Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at TIPS & TRICKS TOURNAMENT TRICKS TOURNAMENT REPORT, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

Midwest Marvel vs. Capcom 2 Championships!

ighting-game fans from as far away as Texas, Kansas City, Michigan and Florida prepared for battle October 28 and 29, 2000 at Capcom's Super Just Games in

Northbrook, Illinois. They competed for a chance to win hundreds of dollars in cash and prizes, with the winner taking home a Sega Dreamcast system and games! George Fed—who plays at Ford City Tilt nearly 80 miles away—upset Ari Weintraub of Northbrook to take first with his team of Strider, Dr. Doom and Blackheart. Ari placed second with a variety of teams including Strider, Doom and Cable as his main team. Congrats to George for coming away with the Sega Dreamcast, \$300 cash and the title of Midwest Marvel vs. Capcom 2 champion!

1st—George Fed Chicago, IL (Ford City Tilt) Strider/Doom/Blackheart

2nd—Ari Weintraub Northbrook, IL (Super Just Games) Strider/Doom/Cable 3rd—Ernest Kim Chicago, IL (University of Illinois-Champaign) Storm/Cable/Capt. Commando

4th—Rashad Miller Chicago, IL (Diversions) Doom/Storm/Blackheart 5th—Jack Lin Naperville, IL (University of Illinois-Champaign) Sentinel/Cable/Blackheart



Capcom vs. SNK at Southern Hills Golfland

2 5 competitors came to play in the first Capcom vs. SNK Tournament to be held at Southern Hills Golfland, November 11, 2000. Westwood's James Chen—feature writer on the Shoryuken.com website—amazed opponents with his mastery of the game, finishing off everyone in the Winner's Bracket with ease. Street Fighter god Alex Valle showed up to spoil Chen's fun, however. Though he lost to Chen in the first round, Valle came back to win the entire tournament, surviving a near defeat at the hands of Christian "Fuson" in the second round. Valle placed first with his team of Kyo and Ryu over Chen's pack of Ratio One characters (consisting of EX Yuri, EX Benimaru, Cammy and King). Our own Jason Wilson placed third with Dhalsim, Blanka and Balrog. Thanks to Joey Cuellar for the photos... and to John Bailon for holding another spectacular tournament!

1st—Alex Valle
(Kyo/Ryu)
2nd—James Chen
(EX Yuri/EX Benimare Ling
3rd—Jason Wilson
(Bairog/Blanka/Dhaisr
4th—Reter Kim
(SNK Mode EX Mo. Ter
5th—David Cicero
(EX Benimaru/EXKing Blan
5th—Joey Cuellar





February 2001

TIPS & TRICKS



RUNNING AWAY WITH STORM

icky Ortiz used his running techniques with Storm once again to win first place in the Marvel vs. Capcom tournament held November 10 at Golfland USA in Sunnyvale, California. Ricky's team of runaway Storm, Cyclops and Cable defeated Kim Hahn-who (coincidentally) used the same team of Storm, Cyclops and Cable.





PHILADELPHIA TOURNAMENT POWER!

oming off a successful Capcom vs SNK Tournament this past September, Rock Solid Gamerz and Got?Game were looking for a way to top the event for next time. What could be better than having a PlayStation 2 launch party!!! Rock Solid Gamerz and Got? Game held "No Holdz Barred 8" on October 29th 2000, sponsored by Nyko Accessories! It was by f! With over 50 hardcore gamers in attendance, free pizza, hot tunes and the coolest PlayStation 2 games for everyone to play! Since a lot of gamers were left out in the cold attempting to purchase a PlayStation 2, this gave them the chance to get their hands on one without shelling out the big bucks! Y-100 Radio in Philadelphia stopped by

tohand out some cool free stuff, and





WINNERS!

fter being upset in the 1st-Ari Weintraub

final of the Midwest Marvel vs. Capcom 2 Championships a month earlier. Ari Weintraub went home happy on Thanksgiving weekend, prevailing over George Fed in a MvC2 tournament held at Diversions in Chicago on November 25. Ari used Cable, Storm and Cyclops to take first away from Fed's Strider. Doom and Blackheart.

Cable/Storm/Cyclops

2nd-George Fed Strider/Doom/Blackheart

3rd—Rashad Miller Storm/Cable/Doom

4th-Tony Kao Storm/Cable/Captain Commando

5th-Jack Lin Sentinel/Cable/Doom



Pepsi (no joke).



B4 STREET FIGHTER TOURNAMENT VIDEO



Fighter Championships, Tom and Tony Cannon have put together a video that features player interviews and tourna-

ment matches highlighting the best players in the country. With direct-feed footage of actual gameplay, this two-tape set delivers nearly four hours of non-stop beatdowns on VHS! Copies of the tape are still available for sale; to order yours, visit http://www.shoryuken.com on the web or mail \$28.39 (\$24.99) for the two tapes plus \$3.40 shipping and handling) to:

Shoryuken.com B4 Tape 979 Pinto Palm Terrace #7 Sunnyvale, CA 94087

Please make your check or money order payable to SRKX...and tell them you read about it in TIPS & TRICKS' Tournament Report.



Golfland King of Fighters Battle

ovember 18, 2000 was the day for the best King of Fighters 2000 players to duke it out over cash prizes and Golfland tokens! John Tran of Los Angeles took first with his team of Kim, King and Mary with Yuri as the striker/helper. Golfland employee Scott Amaraphornkul took second with Leona, Seth and Choi with Iori as striker/helper, while Duc Tran of nearby Westminster took third with Kula, Benimaru and Mary with Yuri as the striker/helper!



January 28th, 2001

Rock Solid Gamerz and Got?Game Present: NO HOLDZ BARRED 10

(215) 627-8239

Check RSG's website: www.shaolinnetwork.com or call for updated tournament game info. Cash and other prizes expected to be awarded.

RECURRING TOURNAMENTS

Marvel vs Capcom 2, Capcom vs. SNK. The Grid and Virtua Tennis Tournaments Flipper's Game Center Kendall Town and Country Mall

Miami, FL (305) 273-0381

Flipper's has monthly tournaments for each of the above-referenced titles; a different game each week. Check the board at the redemption counter or ask for Ralph when calling Flipper's!

Florida State Street Fighter Championships Contact: Nelson Santamaria

Miami Lakes, FL (305) 620-1418 NASRJD@aol.com

Upcoming Date: January 20, 2001

Street Fighter fans from all over Georgia and Florida are invited to the monthly Florida State Street Fighter Championships which started April 15, 2000 and continue monthly at various local arcades on the third Sunday of each month. Each tournament will consist of a single elimination, two-out-of-three match, three-outof-five round Capcom vs. SNK tournament. A Florida rankings system will be in effect, with top players walking away with cash prizes!

Marvel vs. Capcom 2/Capcom vs. SNK Monthly Tournaments Contact: Southern Hills Golfland

Stanton, CA

(714) 895-4550

Southern Hills Golfland, the site of various national video game tournaments, currently holds monthly tournaments on Marvel vs. Capcom 2 and Capcom vs. SNK with cash and tokens awarded for the top three spots.

by Anatole Brown





release more budget titles for the PlayStation 2 later this

Japan Report



Following the en mous success of Dragon Quest VIIwhich was released in Japan late last year-Enix is selling these awesome Dragon Quest (Dragon Warrior in the U.S.) sports bottle tops. Each bag comes with a random set of twenty characters. The bags retail for 3,000 yen each in any of the Digicube chain stores in Japan.

Mrs. The Mar Sty



Eat enough of Namco's new Mr. Driller Candy and Mr. Driller Gummis and you'll need a Mr. Driller for your teeth! Each Mr. Driller Candy is shaped like a block from the

game and comes in various fruit flavors. The Gummis are shaped like Mr. Driller in six different poses. Too cute to eat? I don't think so!



Capcom has a small chain of little arcades in Japan called Plaza Capcom

Beginning this year, however, several larger versions of Plaza Capcom will be opening throughout Japan. The biggest and most impressive Plaza Capcom is being built next to Tokyo International

Airport in Narita. The Narita arcade is scheduled to open in March and is said to be large enough to fit two baseball stadiums inside! Each arcade has cool stores where you can buy tons of Capcom merchandise. You can also enjoy tons of other entertainment besides video games, like batting cages

and sound stages. Let's go!



Asserte Datalo

Japanese arcades are getting their first look at Ridge Racer V Arcade Battle for Namco's new System 246 arcade board. The System 246

arcade board resembles the PlayStation 2 hardware in the same way that Namco's earlier board, System 11, resembled the regular PlayStation. Ridge Racer V Arcade Battle is based on the PlayStation 2

game Ridge Racer V, but it also has special features only found in the arcade. The real fun in the arcade version is being able to race head-to-head without having to stare at a split-screen image. Ridge Racer V Arcade Battle should be coming to arcades here very soon.



New PS2 with DVD Remo



Although companies like Interact. Pelican and Innovation are selling DVD remote control devices for use with the Playstation 2 here in the U.S., Sony has yet to release an official remote of its own. In Japan, however, the PlayStation 2 will

now come packaged with an official Sony DVD remote. Like the U.S. PlayStation 2 with its built-in DVD playback capabilities, the new Japanese units will no longer have to load the separate DVD boot disc information in order to play DVDs. The DVD remote has a lot of extra functions that were not previously available like shuffle, scan, programming, repeat and slow. Maybe you shouldn't have bought that import PS2 so quickly!

ura Taisen Dreamcasts



One of Sega's most popular video game franchises, Sakura Taisen, finally has its own Dreamcast model. The Sakura Taisen Dreamcast is pink

with the Sakura Taisen logo and various character art. The games in the Sakura Taisen series have never been released here, but in Japan the anime RPG series has a huge following. Sega continues to create different Dreamcast motifs based on various franchises like Seaman, Sonic the Hedgehog and Hello Kitty.

TIPS & TRICKS

February 2001







Custom Armored Core Design

by Pat Reynolds

Hard Core is a special section of TIPS & TRICKS where we showcase some of the best custom Core designs created by you, our readers, in Agetec's Armored Core series of games for the PlayStation (and Ar-



mored Core 2 for the PlayStation 2). Readers are also encouraged to challenge each other's Core designs; see page 107 for information on how to submit your Core. Let's get on to this month's batch of new Core designs!

Featured Core Design:

Dumien

Designed by Andrew McLean of Rochester, New York



Head: HD-06-RADAR Core: XCL-01 Arms: AN-3001 Legs: LN-3001C Generator: GBG-XR FCS: OX-AF

Boosters: 8-PT000 Back Weapon L: WM-AT Large Missile Back Weapon R: WM-AT Large Missile Arm Weapon L: LS-99-MOONLIGHT Laserblade Arm Weapon R: WA-FINGER Machine Gun

Grade: SUPERFINE

Option Parts: SP-MAW, SP-JAM, SP-M/AUTO, SP-ABS, SP-SAP. SP-CND-KSP-AXL, SP-S/SCR, SP-E/SCR

Color Scheme (General)

Base: Red: 35, Green: 25, Blue: 03 Optional: Red: 35, Green: 25, Blue: 00 Detail: Red: 35, Green: 20, Blue: 03 Joint: Red: 27, Green: 00, Blue: 00

Performance Armor Points: 9033 Weight: 10433 Price: 1,471,200

Here's an example of a well-designed Core that focuses on the balance between efficient operat-

ing parts and all-out offensive attack tactics. When I say efficient operating parts, I mean that the "behind the scenes" units like generator, FCS, boosters and option parts all combine to make Damien a dream to use in battle-you get a long boost period, coupled with the fact that none of its weapons use energy for ammunition, meaning that your energy reserves are used solely for boosting and flying. Also, the FCS has a quick lock-on and good range, even for the notoriously slow WM-AT Large Missile. Andrew has chosen to use the SP-AUTO option part, which automatically fires missiles after lock is achieved. I usually dislike this option, but it works with Damien's lavish supply of eight Large Missiles (four per missile unit). Just a few good hits with these missiles can devastate any opponent, so letting the auto-fire keep launching them has the effect of making the enemy run for cover and play defensively. The catch to using Damien effectively is that you must get at least two or three good hits in with the missiles to secure a victory in most cases. If you miss with all eight, you're down to the close-range WA-FINGER, which is much better suited to mopping up weakened opponents than being relied on for an entire battle. Of course, if you are skilled with Laserblade combat, Damien also has the Moonlight equipped. This is a gutsy, offenseoriented Core design that makes very good use of all of its parts.

Chromexo

Designed by Adam Wise of Baltimore, Maryland



Parts Head: HD-ONE Core: XXA-SO Arms: AN-25 Leas: LN-1001B Generator: GBG-10000 FCS: TRYX-QUAD Boosters: B-P350 Back Weapon L: WM-AT Large Missile

Back Weapon R: N/A Arm Weapon L: N/A

Arm Weapon R: WG-PB26 Grenade Launcher Option Parts: SP-MAW, SP-ABS, SP-SAP, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+

Color Scheme (General)

Base: Red: 31, Green: 31, Blue: 31 Optional: Red: 31, Green: 31, Blue: 31 Detail: Red: 31, Green: 31, Blue: 31 Joint: Red: 31, Green: 31, Blue: 31

Performance Armor Points: 8059 Weight: 6869 Price: 1,061,800

By printing this Core design, I've violated one of my own cardinal rules for AC designers: As stated in the small print every month, "...overweight or otherwise illegal Core de-



signs get tossed in the trash." ChromeXO's original design was overweight. Generally, this means it would land in my circular file, but Adam mentioned that some changes might be necessary in his letter, and his challenge to all of the Cores in our October issue intrigued me. I saw an opportunity to prove that you absolutely do not need to use overweight Cores. (For the uninitiated, this is a "cheat" that lifts the weight restrictions normally placed on Core body parts. This restriction regulates the weaponry a Core can equip.) I stripped ChromeXO of its back-mounted Laser Cannon and Laserblade, which dropped it back into legal weight zones. Using only the Large Missile and Grenade Launcher is risky, as running out of ammo becomes a very real factor, but ChromeXO is still a force to be reckoned with; just check this month's AC Challenge. For any AC fan out there who believes that relying on overweight Cores is the only way to win, ChromeXO is proof that it isn't true.

Enforcer

Designed by Ben Findley of Tiger, Georgia



Head: HD-REDEYE Core: XCH-01 Arms: AN-862-B Legs: LC-MOS4545 Generator: GBG-10000 FCS: COMDEX-GO Boosters: N/A

Back Weapon I: WC-CN35 Chain Gun Back Weapon R: WC-IR24 Laser Cannon Arm Weapon I: LS-99-MOONLIGHT Laserblade Arm Weapon R: WG-B2180 Bazooka

Option Parts: SP-JAM, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR,

Color Scheme (General)

Base: Red: 17, Green: 16, Blue: 00 Optional: Red: 16, Green: 16, Blue: 16 Detail: Red: 16, Green: 16, Blue: 16 Joint: Red: 00, Green: 00, Blue: 00

Performance

Armor Points: 9725 Weight: 10118 Price: 736,750

It's not often that I see a well-made caterpillar-type Core design come across my desk, but Ben has nailed it on the head with Enforcer. This behemoth has one of the most well-balanced payloads of weaponry possible for a caterpillar Core. As al-



Grade: GREAT

ways with this kind of Core, speed and maneuverability are lost in order to maximize offensive and defensive strength. Outfitting a caterpillar-type Core with a variety of weapons for different situations is essential. Enforcer has the fast-firing Chain Gun as its primary weapon against moving opponents. This weapon is also excellent against airborne enemies. The Laser Cannon is only slightly slower, delivering a powerful punch to both moving and stationary targets. The Bazooka is best used when you have a solid lock on a slow-moving or stationary opponent; it can usually be followed by bursts of Chain Gun or Laser Cannon fire to tack on additional damage. Finally, Enforcer sports a Moonlight Laserblade to use against any opponent foolish enough to move into melee range. While the poor maneuverability will still mean a tough battle against light, fast-moving Cores (I'd recommend swapping out the Chain Gun for a Large Missile when facing quick opponents), Enforcer is well equipped for just about any situation.

Zenislev

Designed by Robert Forkins of Oconomowoc, Wisconsin



Parts
Head: HD-GRY-NX
Core: XXA-SO
Arms: AN-25
Legs: LN-1001B
Generator: GBG-XR
FCS: QX-9009
Boosters: B-P351

Back Weapon L: WM-L201 Large Missile Back Weapon R: RZ-Fw2 Radar

Arm Weapon L: LS-99-MOONLIGHT Laserblade

Arm Weapon R: WG-HG512 Hand Gun
Option Parts: SP-JAM, SP-CND-K, SP-S/SCR, SP-E/SCR, SP-EH,

SP-E+, SP-DEtq

Color Scheme (General)

Base: Red: 00, Green: 00, Blue: 00 Optional: Red: 19, Green: 00, Blue: 00 Detail: Red: 00, Green: 00, Blue: 00 Joint: Red: 00, Green: 00, Blue: 00

Grade: GREAT



Weight: 6785 Price: 1,049,800

One of the things that I enjoy most about reading through reader Core designs is the amazing diversity that is testament to the well-balanced na-



ture of the AC games. There is no "perfect" Core, and just like there are countless playing styles, so too are there countless ways to customize your own personal Core. I try to pick Core designs that show originality and maybe a bit of ingenuity for this column. Robert's Zenislev (named after one of the wanzers in Front Mission 3, another excellent giant robot game) fits into this category. Using some seldom-seen parts along with a Hand Gun and Large Missile, Zenislev is a Core that takes pinpoint accuracy and skill to play well. Something I haven't mentioned in the column before is that the Hand Gun/Large Missile combo actually works to devastating effect in the hands of a skilled player. Hitting the opponent with the Hand Gun freezes them for a couple of seconds. If you send a barrage of shots at an enemy, then switch to the Large Missile, lock on and fire, you're all but guaranteed to score an unavoidable hit while the opponent is frozen from the Hand Gun. For a mid-range weight Core, Zenislev is also pretty fast—which is good, since hit-and-run tactics are necessary for the weapon load it carries. I must also point out that Robert's color scheme, as printed. renders Zenislev nearly pitch black, which is why I chose to go with one of the default paint jobs for the screenshots.

AGChallenge!

Core	Pat	Shawn	Overall
ChromeXO	2	2	4
Chaos	1	1	2

Core	Pat	Shawn	Overall
ChromeXO	0	1	1
Sandata	3	2	5

Core	Patt	Shawn	Overall
ChromeXO	2	2	4
Warlord	1	1	2

Core	Pat	Shawn	Overall
ChromeXO	2	3	5
Blaster	0	1	1

Adam Wise, designer of ChromeXO, had some harsh criticism for the Cores featured in our October issue. He stated that ChromeXO can take all of them on, then ran down a list of their perceived flaws: Chaos (too weak), Sandata (too weak), Warlord

(slow), Blaster ("the most pitiful thing ever to be called a Core"). As I mentioned, ChromeXO was overweight; I removed the Laserblade and the heavy back-mounted plasma cannon from Adam's original designs oi twould come in under the weight limit. As the results show, the new, legal version of ChromeXO (did Indeed with the majority.

ChromeXO did indeed win the majority of the battles against October's gallery of Cores, with an overall ranking of 14 wins and 10 losses. Only Alexander N. de Guz-

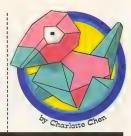
If you're an Armored Core fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

Tips & Tricks Armored Core Designs 8484 Wilshire Blvd Suite 900 Beverly Hills, CA 90211

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of Tirs & Tricks. As always, overweight or otherwise illegal Core designs get tossed in the trash.

man's Sandata was able to trounce Adam's Core thoroughly; its efficient energy consumption, high speed and Karasawa Laser were too much for ChromeXO to handle.

Pokémon Report



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If you leave your computer on all the time, it's a good idea

to have a screen saver to protect your monitor during those idle times. Nintendo sent us this nifty little Pokémon Puzzle Challenge screen saver, which shows the title falling from the sky via blocks while Pikachu, Chikorita, Cyndaquil and Totodile fly across the screen.

MASTER BRAIN BY PELICAN ACCESSORIES Editor for Pokémon Gold and Silver

If you're lazy—and I know I am—you don't pass up opportunities to use corner-cutting, sneaky devices like the Master Brain by Pelican Accessories. It's an evolved version of the Brainboy, which was an editor for Pokémon Red and Blue. The Master Brain edits Pokémon Gold and Silver, making for some nice

cheating continuity. Pokéfan tricksters can use the editor to change their Pokémon into any of the 251 available. Items, techniques and money can all be added, all gym

badges can be activated and you can catch every type of Unown. The



Master Brain doesn't require any tedious code input, and the simple menus let you scroll through all the items you want. Even if you don't have a cheating heart, you can use the Master Brain to house 70+ game saves. However, as with all tools of this type, please remember to use with caution. The Pokémon Gold and Silver carts are testy about being hacked, and there's a possibility that exposing them to the Master Brain will corrupt your save data.

témon *Gold* and

It's a month later and I'm 16 Gym badges richer, though my vision is blurring from all the late-night Pokemon hunting that I've been doing. Come with me and I'll lead you from the Indiag Plateau to Mr. Silver, tell you how to get those rare Pokémon you've been looking for and show you how to make the trek between Johto and Kanto a bit easier

Indigo Plateau



Once you've collected all eight of the Johto gym badges, you can challenge the Elite Four and the Champion at the Indigo Plateau, Each of these

trainers is an expert in

using one type of Pokémon; as long as you remember your type alignments, you'll be able to exploit the weaknesses inherent in trainers who rely on only one type of Pokémon. However, before you start running the gauntlet, stock up on items like Max Potion, Max Revive, Full Restore, and Max Ether, Each battle begins immediately after the previous one ends, so you must rely on your own resources to keep your Pokémon fit as you progress from one battle to the next. If you lose even one battle, you must start over at the beginning. When you get to the Indigo Plateau, heal your Pokémon at the Poké Center and buy any items you need, then save. As soon as you head up the stairs in the back you'll be thrust into the battle arena. You can take the Pokémon League Challenge at the Indigo Plateau as many times as you want to earn money and experience or to get new Pokémon into the Hall of Fame. On Mondays and Wednesdays your rival will show up to challenge you right before you go upstairs. Don't forget to heal your Pokémon after your battle with him, if only to replenish their PP points.



Will uses all psychic Pokémon, which are weak against bug, ghost and dark Pokémon. However, the psychic Pokémon Will uses all have second types such as flying or water, which means you can target those weaknesses instead if you like.



Will's Pokémon:

Xatu—Psychic/Flying, Flying-types are weak against electric, ice or rock attacks.

Jynx—Ice/Psychic. Ice-types are weak against fire. Slowbro-Water/Psychic. Water-types are weak against grass and electric attacks.

Exeggutor-Grass/Psychic. Grass-types are weak against fire and flying attacks.

-wahahahaha†

Elite 2-Koga

If you played Pokémon Red and Blue, you'll remember that Koga was previously a gym leader in Fuchsia City. He's still a ninja master, using Pokémon with disabling attacks like poison, confusion and sleep, so keep your Full Heals and Full Restores handy. It also helps if you have Pokémon that have high speed, so they can at-

tack first. One of Koga's strategies is to use evasive techniques like Minimize and Double Team to make it difficult for you to hit him.



Koga's Pokémon:

Ariados—Bug/Poison. Weak against fire and psychic attacks. Forretress—Bug/Steel. Weak against fire attacks. Muk-Poison. Weak against psychic attacks. Crobat—Poison/Flying. Weak against psychic and elec-Venomoth—Bug/Poison. Weak against fire and psychic attacks.



Pokémon Report

am BRUNO of the

Elite 3—Bruno

Bruno is another familiar face from Red and Blue. He uses all fighting Pokémon, with the exception of Onix, which means if you have a reasonably strong psychic Pokémon (between levels 40 and 50) you can breeze through them easily.

Bruno's Pokémon:

Hitmontop-Fighting. Weak against psychic and flying attacks

Onix-Rock/Ground, Weak against water and grass attacks.

Machamp-Fighting. Weak against psychic and flying attacks.

Hitmonlee Fighting, Weak against psychic and flying attacks. Hitmonchan-Fighting. Weak against psychic and flying attacks.





nema HOUNDOO

mal attacks. Dark-types are weak against fighting and bug Pokémon. Karens's Pokémon:

Umbreon—Dark. Weak against fighting and bug attacks. Gengar-Ghost/Poison. Weak against psychic attacks.

Murkrow—Dark/Flying. Weak against fighting, bug, and electric attacks. Houndoom-Dark/Fire. Weak against water.



Champion—Lance

You encountered Lance two times previously—once as the fourth contender in the Red and Blue Indigo Plateau, and in Mahogany Town when you helped him roust Team Rocket from underneath

the market. He still uses dragon Pokémon, and they all have a second type; he's one of the best trainers you'll fight in the game.



Lance's Pokémon: Gyarados-Water/Flying. Weak against electric attacks.

Dragonite-Dragon/Flying. Weak against ice attacks. Aerodactyl-Rock/Flying. Weak against

water attacks. Charizard—Fire/Flying. Weak against water attacks.

Once you defeat Lance, he'll lead you into the back room where you and your Pokémon will be registered in the Hall of Fame. Now you can look at the Hall of Fame on the PC. Although the credits will roll once you beat Lance, the game is only half over. Head over to Professor Elm's lab and he'll give you an S.S. Ticket, which will grant you passage on the S.S. Agua in Olivine City. Now you can take the boat between Johto and Kanto and get to work on earning all the Kanto gym badges as well!

Kanto Gym Leaders





Vermilion City-Lt. Surge The traps that were set all over the gym during Red and Blue have been disabled. Walk up to Lt. Surge

and crush him using ground Pokémon, which are not affected by electric attacks. Win: Thunder Badge











Saffron City-

You need to warp from one room to another to reach Sabrina, who is standing in the center of the gym. This is the fastest way to reach her from the entrance. Step on the warp pad in the first room, then in each subsequent room, step on the upper right, lower right, lower left, then the lower left pad. Win: Marsh Badge









Cerulean City— Misty There are a few problems at the Power Plant which you need to solve before you can battle Misty. There's a suspicious character inside the gym who will run north up Route 24 after your encounter. Go up

and battle him: he'll

admit that the Power Plant's missing machine part is inside the center pool of the Cerulean Gym. However, Misty is still missing-you'll need to go east on Route 25 to find her. There are many trainers along the way, so don't go unprepared. At the end of the route you'll see Misty cozying up with her date. Pester her and she'll return to the gym. Misty uses water Pokémon, so enter with electric attacks at the ready.

Win: Cascade Badge





Celadon City-Erlika Use cut to get to the avm where

Erika awaits. She and her members all use grass Poké-

mon, which are weak against fire and ice attacks. If you have a strong fire-type, this is one of the easiest gyms Win: Rainbow Badge, TM 19: Giga Drain

RICKS

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Pokémon Report







Fuchsia City-Janine

Koga passed on the mantle of gym leader to his daughter Janine, who is not only an excellent poison-type Pokémon trainer, but a master of disguise. All of the members in the gym appear to be Janine until you engage them in battle.

The real Janine is on the far left of the gym...but thanks to the invisible walls, you're forced to take paths that lead in front of many of the false ones. There's even a male disguised as Janine! Poison Pokémon are weak against psychic attacks, and many are also bugs, which are weak against fire. Don't let your Pokémon stay poisoned and things should go well. Win: Soul Badge, TM 06: Toxic



Pewter City-Brash Brock-who never opened his eyes during the cartoon yet constantly fell in love at first sight—is

still up to his old tricks here. All his Pokémon are rock or ground types, which are weak against water and grass attacks. Surf your way to victory.

Win: Boulder Badge





Seafoam Island-Maires The former Gym Leader of Cinnabar Island had to pack up

and move after his

home was destroyed

by a volcano. Surf over to the Seafoam Islands and you'll find Blaine running his gym inside a cave. He relies mainly on firetype Pokémon, so bring over some strong water, rock and ground-types and you'll be fine. Win: Volcano Badge

Rara Pokemon

One of the pleasures of Pokémon is the variety of different creatures you can collect. The following are the rare Pokémon in Gold and Silver that you must receive as gifts or prizes, or only have one opportunity to catch.





I. Eevee—After you meet Bill in person, go back to his house in Goldenrod City. He'll give you an Eevee, which you can breed with Ditto

at the Daycare Center to create more little Eevees. Get five of them and you can evolve them into all the different types possible! You can also win an Eevee by playing at the Celadon City Game Corner in Kanto





2. Ho-oh—In the Gold version, Ho-oh will be at level 40 and in the Silver version, Ho-oh is at level 70. Ho-oh won't appear at the Tin Tower in

Ecruteak City unless you have the Rainbow Wing. You can use the Master Ball to catch it instantly, or you can stock up on Ultra Balls and hope for the best. The first time I captured Ho-oh, it only had a sliver of health when I tossed an Ultra Ball at it, and it was captured immediately. I couldn't believe how lucky I was...then, of course, I FORGOT to SAVE my game afterwards. The second time I tried to catch Ho-oh, I literally went through about 100 Ultra Balls before it finally succumbed. Use paralyze and sleep attacks, be careful not to knock it out and remember to save before and after the capture!

3. Lugia—You need a Pokémon that knows Surf and Whirlpool to gain access to the Whirl Islands, which are located between Olivine and Cianwood City. You also need to have the



Viridian City-FETABOR. Like Misty, Blue is missing the first time you enter the gym. You need to head south to

Cinnabar Island, where you'll find Blue forlornly standing on the remaining patch of land that wasn't destroyed by a volcano. After you speak to him, he'll return to Viridian City and accept your challenge. He hasn't changed much since his Red and Blue days and is still annoyingly snooty, so it's a pleasure to defeat him. Unlike the other gym leaders, Blue has a variety of different types of Pokémon, so mix up your team a bit also.

Win: Earth Badge





go speak to Professor Oak. He'll grant you access to Mt. Silver, where the toughest battle of all awaits. The mountain is full of strong, wild Poké-WA TRAINER RED mon; you need to ants to battle? weave your way

Mt. Silver-Red

Phew! Now that

vou've earned all

eight Kanto badges,

through it to get to Red, who's standing alone at the top. He'll start off with a level 81 Pikachu, and all his other Pokémon are of varying types over level 70. Don't try to defeat him until you've got a diverse team of Pokémon who are also above level 70, or you'll get thrashed.





Silver Wing to make Lugia appear. There are four islands in this strange formation; you can get to Lugia through the

one on the northeast corner. Lugia is at level 40 in Silver and level 70 in Gold. You can use the Master Ball to catch it instantly, or go through a ton of Ultra Balls. I would recommend saving the Master Ball to use on Ho-oh if you're playing the Silver version, since a level 70 Pokémon is much harder to capture than one at level 40. If you're playing Gold, use the Master Ball on Lugia.





. Three Rare Pokémon-Raikou. Entei, Suicune Inside the burned tower of Ecruteak City you can find three extremely rare

Pokémon in the basement. You'll need a Pokémon that knows Rock Smash to get to them. (You can get the Rock Smash TM from a man on Route 36.) As soon as you spot the rare Pokémon, all three will run away. You won't see them again until you run into them randomly in the wild. After you encounter one, they will appear in your Pokédex, so you can check where they are on the map. All three move around constantly, so you'll have to be quick if you want to fight them. Luckily, they sustain damage over time, so you'll wear them down eventually. Have Kurt from Azalea City make some Fast Balls from White Apricorns to catch them.



5. Snoriax-When you reach Vermilion City via the S.S. Aqua, you'll see that Snorlax is blocking the entrance to Diglett's Cave to the



east. When you get an EXP card, your Pokegear will receive the Poke Flute station. Come back and set the radio to Poke Flute to wake up Snorlax. Don't forget to save before you try to capture it! The best ball to use on him is the Heavy Ball, which Kurt will make out of a Black Apricorn.

Opus received

Opus used the

6. Sudowoodo— It's that funny-looking tree blocking the path due west of Violet City. After you defeat Whitney, the Goldenrod City gym



leader, go to the house next to and slightly behind the gym to get a Squirtbottle from the woman inside. Save your game, then use the Squirtbottle on the funny-looking tree. It will turn into Sudowoodo and attack.





7. Tyrogue—Mt. Mortar. There are three entrances to Mt. Mortar, which lies between Ecruteak City and Mahogany Town.



Biaging Tomado

Take the middle entrance, then Surf to the waterfall and use Waterfall to spin to the top. At the top left of the room there's a ladder leading back downstairs. Take it, then maneuver your way to the far left of the room and take a ladder down another floor. Move over to the

right and you'll find Blackbelt Kyto. He's the leader of the dojo next to Sabrina's gym. Defeat him and he'll give you the

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Wave between John and Kanto





1. S.S. Aqua— After you defeat the Elite 4, Professor Elm will give you an S.S. Ticket which you can use to ride the S.S. Aqua between

Olivine City in Johto and Vermilion City in Kanto. After your initial ride, the S.S. Aqua departs Olivine City on Monday and Friday, and departs Vermilion City on Wednesday and Sunday.



2. Magnet Train—
There are several tasks you must accomplish before you can ride the magnet train, which moves

between Goldenrod City in Johto and Saffron City in Kanto anytime you want to ride it. However, the magnet train can't operate until you fix the problem at the power plant and pick up a rail pass. Talk to the manager at the Power Plant and he'll tell you that an essential component was stolen from his generator. Head over to Cerulean City and flush out a black-clad Team Rocket member from inside the gym. Chase him up Route 24 and tell him that Team Rocket is disbanded; he'll admit that he hid the missing machine part inside the Cerulean gym. It's inside the center pool of the gym; just walk up to the edge of the water and press A to get it. Now the magnet train has power, but you still need a rail pass. Go to Saffron City and speak to Copycat (she's the girl who transforms into you when you speak). She'll tell you that she lost her Clefairy doll. Go to Vermilion City and talk to the man inside the

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fan club who has a Clefairy doll set up near him. He'll give you the doll, which you can ren you speak).

rare fighting Pokémon, Tyrogue. turn to Copycat in exchange for her rail pass. Herca Adventure Hezan Hezan Hezan Hezan Hezan Hercan Herca VIDEO GAME LIQUIDATORS Order online: http://www.VGLQ.com SEGA SATURN MONTHLY SPECIALS! Segu Saturn Mouse and Mouse Pad Vártua Stick joystick 3D Controller Game Gear Aerobiz Supersonic RPG SNES Car adaptor for all Game Boy 1) ATARI JAGUAR CD Atien Triology Alone in the Dark Arrok Andrets Racing Game Gear NEW system Kurum Po' Langrisser 3 Luriur Silver Star Story Manuage Marvel vs. St. Fighter Master of Monsters Mobile Suit Gundam ATABI JAGUAR \$15.00 Baku Baku Bases Loaded 96 Batman Forever Basile Arena Toshinden Rem Basile Arena Toshinden Ura Basile Alexanter uar CD Me Attack of the Mutant Pengi Nascar 98 Battle Morniers Battle Morniers Battle Port Black Fire Mesal Fighter Mike NHL At Star Hocke \$49.99 ORDERING INFO Dark Legend Darkight Conflict Daytona Champ Daytona JSA PHONE FAX CALL 818-765-0097 Fax list of titles with your name address phone number 818-765-0140





This odd Dreamcastshaped box is a Memory Card Data Copy Machine from Innovation. You can use the device to copy file saves between two Dreamcast VMUs. It also allows you to connect to a PC so you can download saves from the Internet onto the VMU. That way you don't always have to log on with your Dreamcast just to get a save file. Available for \$34.99



never thought something could be so cute and creepy at the same time!

> Love the Dreamçast, but hate onnection the controller? Innovation's Dream Connection allows you to connect a PlayStation controller, a Saturn controller or a regular keyboard to your Dreamcast. We've tested simi lar multi-connection devices before with half-baked results, but this one really works! You can also enhance the vibration of some controllers by using Available for \$34.99

Innovation's Real Arcade Stick has all the trimmings (you'd want in a Dreamcast stick pad: six buttons for 2-D fighting, Japanese-style ballend joystick, "Slow" and "Turbo" functions and a VMU slot. The VMU slot is a little unpleasant since the innards of the joystick like the wires and the circuit board are clearly visible. The Real Arcade Stick retails for \$49.99.

Half of us in the office have read Maurice Sendak's children's classic, Where the Wild Things Are, and the other half hasn't. Such is the generation gap that exists amongst the staff here at TIPS & TRICKS. Whether you know of the book or not, there's no way you can resist these adorable figures from McFarlane Toys. Apparently, a Where the Wild Things Are movie

is also in the works.

Working Designs gave us this little pendant from Lunar 2: Eternal Blue. This strange moon/crescent pendant is worn by the mysterious character, Lucia, in the game, In true Working Designs spirit, the special collector's package of Lunar 2: Eternal

Blue will include the pendant and other cool extras.



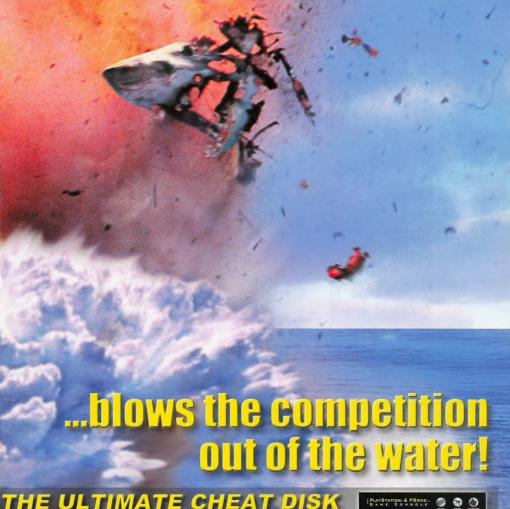
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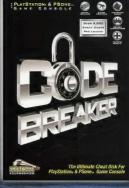
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